

The Children's Book of
**GAMES &
PARTIES**



Carolyn Sherwin Bailey

To Miss Loring
Critchlow

From
Miss Candace Fount

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The Children's Book of Games & Parties



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Foreword to Mothers

THE CHILDREN'S BOOK OF GAMES AND PARTIES



THE child's red letter day is the day when mother allows him to have a party, or when he plays a happy game with some other children.

¶ There is a very real reason for this child's happiness. A party means for a child his first attempts at giving pleasure to others; his pleasure in games means that he has an opportunity to subordinate himself to others and find joy in being part of a small, social group.

¶ Too often we plan children's parties that are so elaborate that they take away from the child's fine joy in hospitality; he has no share in preparing for the party, and no part in the entertainment of his guests. And often, too, we encourage a child to play alone, not realizing how important in his development are the games that he plays with other boys and girls.

GAMES AND PARTIES

¶ The Children's Book of Games and Parties aims to help mothers to plan simple entertainments for every possible occasion in the child's year, and it offers games that will help to train the child's dawning social instinct. The parties and games cover all the interesting milestones in a child's life; holidays, birthdays, and the different seasons. Each entertainment has been planned having in mind those activities and plays that most interest children and they also give children a good deal to do in the way of handicraft.

¶ The book is written in popular, child-like style, having in mind children's as well as mothers' reading.



P r e f a c e —

THE games and suggestions for children's parties which make up this collection have all been selected having in view their simplicity, their effect upon the physical and social development of the child, and their adaptability—to use in any home, locality, or school room.

They are compiled and described in such simple language that the book may be put in the hands of children as a help to them in their play, or it can be used by the mother or teacher who wishes to entertain children along educational and unique lines.



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HALF A DOZEN BALL GAMES AND HOW TO PLAY THEM

NOWHERE is one able to find such good play-fellows as among the members of the Ball Family. All the way up from the red gas ball and the toy balloon that delight the little chap, to the rugged, leather, pigskin fellow that belongs to the college boy there are shades and varying sizes in the members of this jolly family; golf balls, base balls, basket balls, medicine balls and cricket balls—too many to enumerate, but one and all having the same characteristics. Every single one of this Ball Family wants to keep moving. Balls absolutely refuse to stay still. They want to play.

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Here, then, are a few of the games the Ball Family would suggest, if a group of boys and girls can be found willing to join in the game.

Balloon Ball is a capital game for an outdoor party, as it adapts itself to a lawn, and any number of children may take part. Two ropes, tied to two tree trunks or bushes are stretched on opposite sides of the lawn a distance of perhaps six feet from the ground. The ball used in playing the game may be one of soft worsted, a toy balloon, or better still a Japanese paper ball which shows charming, colored designs after it has been inflated.

The players are divided into two teams which we will call Team Right and Team Left. They stand in rows on the lawn, a line of Team Right players alternating with a line of players from Team Left.

At a given signal an odd player tosses the ball in the air, it is met and again tossed by the player to whom it falls, and it must be kept in motion all the time—Team Right trying to succeed in batting it across the rope at the right of the lawn while Team Left does its best to prevent this and bat the ball across the other rope.

If the ball is broken, if a player strikes it with his fist instead of the open palm, or if a player

moves from his place, a foul is counted against that player's team.

The game is won by the team who first bats the ball across it's own rope goal.

Dodge Ball is also a splendid out-of-door game. The players are divided into two even groups, one group joining hands to form a circle while the players of the other group stand inside the circle. The larger the circle on the outside the more difficult and exciting will be the game. A basket ball should be used if there are a good many players. If there are only a few players in each group and the circle is small, a smaller, softer ball may be used.

The circle players must try and hit the center men with the ball, the center players dodging to escape it, jumping, stooping, or resorting to any means save leaving the circle. As soon as a player is hit, he must toss back the ball and leave the circle. The player remaining longest inside wins the game. In repeating the game, the center players of the previous game form the circle and the circle players must take their turn at dodging the ball inside.

Puss in the Corner may be so adapted as to make a most exciting, out-of-door ball game. A fairly open plot of ground, giving the players an

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opportunity to run, should be chosen. Each player selects a tree, instead of a "corner," as a goal, and an odd player, holding a medicine ball, stands in the centre of the field.

The centre player throws the ball, trying to hit the three men. The latter must continually change places, going from one tree to another, dodging behind the trees, or jumping to escape the ball. If a player is hit while he is away from his tree, he must change places with the centre player, and take his turn at being It.

This Puss in the Corner Ball is a lot of fun at a party when the room may be cleared of furniture and a soft, wool ball substituted for the more clumsy medicine ball.

Circle Ball calls for a circle of players who stand about five feet apart. The method of playing the game is very simple, but it demands quick thinking and much dexterity and skill. The ball is passed rapidly from one player to another, its direction being often reversed, or it is suddenly tossed across the circle to the utter confusion of the player who did not see it coming. Each player must be alert and ready to catch the ball. If one fails, he must take his seat and the game is won by the two players who remain standing longest.

Pig Ball is a good beach game.

All the players provide themselves with sticks, and "count out" for the odd player who is to be It. A basket ball is placed in a hole in the sand and the players, all save the odd one form a circle about this centre hole, each one digging with his stick a smaller hole in the sand in front of him. The basket ball is the Pig. Next, the players group themselves about the Pig, putting their sticks down in the large hole under the ball. At a signal, they all lift the ball with their sticks and rush to the smaller holes, each putting the end of his stick down in the hole. There is one less player than there are small holes, so an odd player is again left out, and it is his duty to try and get the Pig back into the hole with his stick. All the other players try to keep him from accomplishing his object by pushing the ball in opposite directions with their sticks. They must not kick the ball, or play it in any other way. They may leave their places if they like, but if they do, the player who is It may put his stick in a vacant hole, and the odd player who is then left out will have to play on the Pig. The player who succeeds in getting the ball back into the hole is considered the winner, and Pig Ball will be found as much fun for American

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boys as it was for the little Chinese children who invented it.

Pass Ball is a game that will give opportunity for much skillful handling of the ball. Two groups of players form two long, opposite lines, —the end man of each line holding a ball high in the air. *One, two, three* is counted by an odd player, and then each end man starts his ball down his line, each player taking it and passing it to the player next to him until the end of the line is reached. The ball will often drop, and in that case, it must be started all over again. The line whose ball reaches the end first, scores as the winning team.





GAMES FOR THE BARN



GREAT, big, hay filled barn to play in!

What does it matter that the wind outside is blowing a gale of nobody knows how many knots an hour and the barn creaks like some old sailing craft out on a perilous voyage. Of course the children might play games in the house. It would be ever so much warmer there, this fine, free Saturday afternoon, but one can keep warm in the barn, too. There are some romping, rollicking games that are too noisy for the house, and just right for the big, clean, open floor spaces of the barn. They are such lively games, too, that they will keep fingers and toes tingling until supper time comes.

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A Corn Race is such fun. The leader of the game selects a handful of corn from the corn bin, and holds it tightly between the palms of his hands, the other players standing in a circle around him. Then, as in the old game of Button, Button, the leader puts his closed hands in the open hands of each of the other players, pretending to drop in the corn. Perhaps the leader will make the rounds of the players twice, but, at last, some child receives the corn. This player is chased by all the others the whole length of the barn and he is only saved from being It by returning and giving the corn back to the leader. He is usually tagged, however, and must then pay a forfeit.

A Clam Shell Fight is a less strenuous, but quite as exciting a game. The players must provide themselves with an equal number of large clam shells, although any other large, brittle variety of shell will serve the purpose. The players then divide into groups of two, each couple standing facing each other, and a distance of about four feet apart. After counting out to see who shall be It, the child in each couple who is chosen must put one shell on the barn floor exactly between him and his opponent. His opponent then throws one of his shells upon

the one which lies on the floor, trying to break it, and if he be successful, he wins one of the other man's shells and has a chance to smash another. This is continued until all of one player's shells have been won by his partner, and the player is counted winner who has the most unbroken shells at the end of the game.

Pebble Races form a splendid barn game. Two lines, parallel to each other and about six feet apart are chalked on the barn floor, the space between them being known as neutral ground. Almost the length of the barn on either side from the neutral ground, two more lines are drawn, parallel to the first lines and forming two goals. The players divide into two equal groups, standing between these lines and choosing sides according to the light outside or dark lining of a large, smooth pebble which is held by the player who is It and stands in the middle of the neutral ground. At a signal, this leader tosses the pebble up in the air, the two groups of players keeping watch carefully to see if it falls to the floor with the dark or the light side uppermost. If it falls with the dark part showing, the players who choose *that* color must run for their goal, chased by the other team of players and they are not safe until they succeed

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in crossing their line. The players who are caught must carry their captors to the neutral ground, pick-a-back.

A Chicken Game that one sees the little Chinese children playing in the streets of Hong Kong may be played in the barn, utilizing short sticks of kindling wood from the wood pile. A number of straight rows of kindling wood are laid on the floor, as many rows as there are children, and with ten sticks in each row, an easy hopping distance apart. The players, who are called the chickens, stand at the head of the lines. At a given signal all the chickens begin to hop over the sticks of kindling wood, without touching one, from the head to the end of each line. Only one foot must touch the ground at a time so it is not an easy journey for the chickens.

When the end of a row is successfully reached, the last stick is kicked away by the chicken's foot, and he hops back to his starting point. As soon as he reaches the first stick that, too, may be kicked away, and the chicken continues his hopping, backward and forward until only one stick remains in his row. The player who accomplishes this first, wins the game.

The little Chinese children take off their high heeled shoes and use them in playing chicken.

Tom Tiddler may be played in a barn, quite as easily as on a sidewalk, or in a garden. The players all "count out" to see which one is to be Tom Tiddler. Tom's house is then drawn with chalk on the barn floor. Tom steps inside, sits down, and plays that he is taking a nap. All the other players then creep cautiously up to Tom's house crying: "Here we are on Tom Tiddler's ground, stealing gold and silver." Tom Tiddler still sleeps, and the invaders grow bolder, creeping closer, until Tom suddenly awakens and gives chase. The child who is caught must live in the house and be Tom Tiddler, second.

Pebble Marbles is a fine Saturday afternoon game for the barn. A number of the round, shiny pebbles that look so much like marbles are collected and the players seat themselves in a circle on the barn floor. A big circle is drawn with chalk on the floor and all the pebbles are then scattered inside as one throws jack stones. The players, one at a time, draw a chalk line between any two of the pebbles and try to snap one of the two, as one snaps a marble, so that the second one will be hit and sent out of the circle. If the player is successful, he may keep both of the pebbles and try again. If he is unsuccessful, the next player scatters the pebbles

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over again and takes his turn at snapping. The child with the greatest number of pebbles at the end of the game wins.

Hide and Seek games are splendid to play in barn because there are so many fine, dark nooks and corners in which a child may hide. There is a new way of playing hide and seek, the opposite of the old, familiar game. The player who is It goes away to hide, instead of blinding. All the other players remain at the goal while one counts one hundred, and they must all blind their eyes. At the end of the counting, the players all hunt for the hider. As soon as one discovers his hiding place, he must squeeze in and hide there, too. If there is not enough room for him, he must take a seat in plain sight near the hiding place. The player who is unable to discover the hiding place is It for the next game. This game will last a whole afternoon until the barn begins to grow dusky and the children decide that even barn games come to an end some time, and they discover that the thing they most want to do is to go in the house for tea.



GAMES FOR A WALK

IT may be a Sunday afternoon walk, or a long, happy tramp through the woods and down the lanes late in the afternoon when school is over, and it isn't quite time for tea.

Every child loves to go for a walk, but not every child knows how to use his eyes when he is jaunting about the country. Overhead, and at one's right and left hand, and down on the ground there are wonderful things that a child can learn about, and discover newly if he really knows how to see. Seeing leaves, and clouds, and pebbles, and birds, and flowers makes a walk twice as jolly as the one when a child just trots along, making his legs work, but not his mind.

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Here are some games a group of children may play on the road to train every pair of blind eyes to see the wonderful out-door things. First comes the game materials that are right under our feet.

Gather pockets and caps and school bags full of road treasures; all sorts of nuts; chestnuts, acorns, shagbarks and walnuts. Pick up smooth stones and quartz crystals, and flat, silvery slabs of mica, and rough pudding stones mixed up with all sorts of other kinds of rock.

These are to be found by every roadside, and they form splendid game material. When the feet are tired, sit down by the edge of the road and play a game of touch with the contents of pockets and caps. One child shuts his eyes. Perhaps it will be best to blindfold him with a handkerchief because it will be such a temptation to peep. Then put a nut, or a bit of the rock collected in his outstretched hands and ask him to guess what it is by feeling of it. It will be an easy matter to recognize a chestnut, or an acorn perhaps, but more difficult to tell with one's fingers the name of a bit of quartz or a strip of mica. The game can be varied by giving the blindfolded child a twig to try and name by just feeling of it. A twisted length of bitter sweet

vine, or a budded branch of witch hazel, or even a maple or other twig can be recognized after this roadside game has been played a few times.

When flower time comes, gather as many sweet smelling wild flowers as possible, for a flower game, taking care to pick only one or two at a time and leave the others for the next group of children out walking, too. There will be wild roses, and violets, and wild mallow and mountain pinks, all with their own woodsy smell, and this is a delightful game to play with them. One child is blindfolded, and a second child holds a flower to his face whose name he is to try and tell by its odor. As many flowers as a child guesses correctly he may have and take home to mother. .

When the children come to a piece of woods where there are ever so many different kinds of trees; pine, fir, spruce, hemlock, beech, birch, and the more rare varieties, white birch, wild cherry, willow and arbor vitae, the whole party of pedestrians may stop and play a tree game. A card is fastened on one or more trees of each variety in the limits of the game space. These cards may be bits of birch bark, or scraps of paper from the school bags. Each card is numbered, though, and each child prepares a

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slip of paper for himself having a set of numbers corresponding to those on the trees, so that if ten or twelve trees have been tagged there will be as many numbers on the slips. Then the children go out tree hunting with their papers and pencils. As soon as a child discovers a tree whose name he knows, or thinks he knows, he writes it down on his slip opposite the tree's number. At a signal, a whistle or shout or halloo from the leader, the players all go back to the meeting point and compare their lists. The child with the longest list of correct answers wins this novel tree game. It is a delightful game for a picnic.

While the children are out tree hunting, they may gather ever so many leaves and play a Leaf Game when they are back in the cleared space in the woods, seated in a circle on the ground. All the leaves, no two of which are alike, are placed in a basket. The leader of the game hands the leaves, one at a time, to the other children and each child writes its name, if he knows it, on a piece of paper from his school bag. When all the leaves are passed, and all the names written down, the lists are compared to see which child has the most correct leaf names.

The Japanese children play a delightful Grass

Game that will entertain children of our own land out for a walk. Each child gathers a handful of grass from the side of the road, the soft, flexible kind if possible. The swamp grasses that grow along a beach path are just right for the game. One child makes a loop of a blade of grass by holding the two ends in his hand. A second child loops his blade of grass through this, and the two children pull. The child whose grass blade breaks first, loses, and must give his two pieces to the successful child who in turn matches his grass blade with another child, and continues to test its toughness until it breaks. When it does, finally, break, he must wait and give another child a turn. The player with the largest pile of broken grasses at the end of the game wins.

The very best game for a walk, though, is a sort of Roadside Twenty questions. One child is chosen as leader for the space of a quarter of a mile, or the length of wood or lane, whichever distance is decided upon. During this walk he selects a bird, animal, tree, bloom or shrub about whose identity the children are to question him, and the other children must keep their eyes open all the way so as to catch a clue to help them in their guessing. At the end of the distance the

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walkers stop and the game begins. Perhaps the leader saw a rare bird, a scarlet Tanager possibly, and the children ask these questions to discover its name.

"Where does it build its nest?" to which the leader replies:

"In a pine tree."

"What color is it?"

"Scarlet."

"Has it a sweet song?"

"No."

"What color is its mate?"

"Olive green."

By this time the children may have almost discovered the bird's name. That child who tells the correct name first, is the leader for the next lap of the walk. Any object may be noted and used in this game—a wild mouse, a toad, a cow, a blackberry bush, a rare leaf or flower. The more difficult the object is to guess, the more fun there will be, and the game will open eyes marvellously, and make any walk well worth while.



A BEAN BAG AND WHAT YOU CAN DO WITH IT

IN THE beginning, the very nicest thing for a child to do with a bean bag is to *make* it. It should be six inches square, sewed with strong over and over stitches using very stout linen thread, and filled about one-third full of white beans or dried peas. It does not matter what kind of material a child selects for the bean bag as long as it is firm and soft. Squares of bright calico, flowered chintz, red flannel, or red and white striped ticking can be used and any of these fabrics will make a pretty bean bag if the sewing is done neatly and carefully. A little girl who knows how to use knitting needles may

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knit a bean bag cover of scarlet yarn which will be very soft and attractive, or a cover may be crocheted or netted from colored cord.

When a number of bean bags have been finished, it will be best to make a large, chintz bag to hold them. The bag may hang on a nail in the piazza during the warm vacation days when a child wants to play out of doors, and in the winter there may be a hook for it in the house. Bean bags, like other playthings, are very apt to lose themselves, most unaccountably, but if a child has a special place for them they may always be found and will last much longer and look fresher than if the children toss them in a corner after a game, or leave them on the ground in the garden.

Bean bags races will furnish much fun for a group of children who are playing out of doors. There should be a dozen bean bags used in the game. Six are laid in a row on one side of the lawn at a distance of two or three yards apart, and six more are laid in exactly the same way on the opposite side of the lawn.

The game is played like a potato race. Two leaders run from the first bean bag to the end ones, picking up and returning with them to the starting point. They then run for the bean bags

next to the last, repeating this method of collecting them until the last one has been picked up. The leader who collects all the bean bags in his line first, wins the game.

An old barrel hoop may be wound with strips of bright cloth, old ribbons, or strips of crepe paper to make it look like a circus hoop. It is suspended by a loop of cord from a rather high limb of an apple tree in the orchard, and the children, measuring a certain number of steps away from the tree, try to see how many bean bags they can throw in succession through the hoop. This game is known as Bean Bag Toss.

Another fine bean bag game for the garden use is played with two big piles of bean bags—as many as the children can collect, divided equally between two piles. Fifteen bean bags in each pile is a good number. A line of children standing by each pile pass the bean bags in quick succession to an end man who must pile them neatly in front of him. Should they fall down, he will be obliged to stop and re-arrange them. The end man receiving all the bags and stacking them up in front of him first, wins.

A number of bean bag games are suitable for playing in the barn on a rainy afternoon, and will furnish a group of children with much fun.

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Three grain measures of varying sizes may be fastened, one inside the other, by means of a wire nail driven through the centre. These measures should then be set up at an incline, the distance of the barn floor away from the players. Each player is provided with three bean bags which he throws, all three at once, at the goal, trying to get them all in. A bag, aimed so carefully that it falls into the smallest measure, counts fifteen, one in the second measure, ten, and one in the largest measure, five. A certain score should be decided upon at the beginning of the game—fifty will be an easy score—and the player reaching it first, wins.

A Bean Bag Board may be made by any boy who has a jig saw and it can be set up in the barn for game use instead of the grain measures suggested in the previous game. A bean bag board should be a yard long and eighteen inches wide with two or three holes, one above the other cut in it with a saw. The top hole may be only a trifle larger than a bean bag, the second and third holes larger by three and six inches. The board should have a strip of wood at the back to brace it up at an angle of forty-five degrees. The players stand at a throwing line fifteen or twenty feet away from the board and may aim

five bags at the hole, one at a time. Five, ten, or fifteen points are scored according to the size of the hole through which the bean bag is thrown, and the player reaching a score of one hundred first, wins the game.

In the play room, a circle of children may be formed, each player except one being provided with a bean bag. The players stand quite a distance apart. At a given signal, each child turns toward the child at the right, tossing his bag to him and turning quickly to receive the bean bag from his neighbor at the left. The game must move quickly so it will call for much skill in catching and tossing the bean bags. A child who drops his bag must leave the ring.

A game similar to that of Drop the Handkerchief may be played with one bean bag. A child, holding the bean bag, runs softly around the outside of a large circle of children, dropping it, at last, behind one child. This child must pick it up and catch the first player before he returns to his place in the circle.

Another circle game that may be played with a bean bag requires all the players to stand, facing out. The leader who stands in the centre of the circle calls a child quickly by name and almost immediately tosses a bean bag to him.

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The player must turn and catch the bag. If he has been inattentive and did not hear his name called quickly enough to catch the bean bag and it falls to the floor, he must leave the circle.

Bean Bag Puss in the Corner is the jolliest sort of a bean bag game. Each child chooses a tree for his corner and half the players are provided with bean bags. One child tosses a bean bag to a child at an opposite tree, immediately running toward his opponent's tree. The other child tries to catch the bean bag and reach the thrower's tree first. As a great many bean bags may be flying through the air at once the game will prove a whole lot of fun for a group of children.

Circle Bean Bag is a good lawn game. A child must collect ever so many round pebbles first and make with them two circles on the grass, ten feet apart. About ten feet from each circle a throwing line is indicated by pegs stuck in the ground with a ribbon stretched across, or two long sticks laid down on the grass. The children are then divided into two equal groups who play against each other. The groups stand behind the throwing lines in Indian file. The first players in each group try to throw bean bags within the circle, moving down to the end of

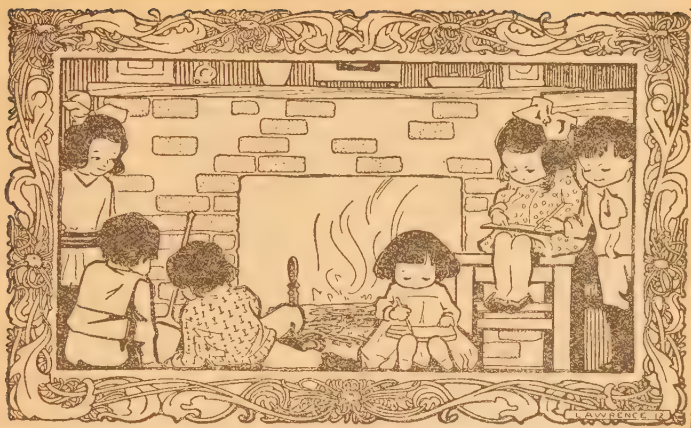
their lines to give place to the next players. Each bean bag thrown successfully in a pebble circle counts five for the side which threw it and the side with the highest score when all the children have had turns at throwing, wins. A group of children will enjoy playing this game for two or three hours at a time.

Bean Bag Call is a fine game to play on a lawn or in a field some frosty day when a child wants to warm his fingers and toes. One child who is It tosses a bean bag in the air and at the same time calls quickly the name of another child who is playing the game. The child called must run forward and catch the bean bag before it falls to the ground, or he must leave the ground. The child who catches it successfully the greatest number of times wins the game.

Corner Bean Bag is a fine game for a child's party. Four captains stand in the centre of the room and four groups of children at the corners. Each captain calls a group of children and throws a bean bag to each one in turn. As the last child catches it, the captain calls out—*"corner,"* and changes places with the last child who, in his turn, becomes captain. That group which has all its players in the captain's place first, wins the game.

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At the end of a series of bean bag games there may be a very funny bean bag march. Each child puts a bean bag as securely as is possible on top of his head. Then the children all in line march to a lively tune played on the piano, or sing, and their hands must rest on their hips, never touching the bags. Some of the bean bags will fall at once, and those players must leave the march. The children who are able to balance their bean bags through the march are required to skip, run, or dance the two step afterward. The child who does not drop his bean bag should have a prize.



GAMES FOR A RAINY DAY



THE stormy day when the children cannot go out of doors to play is a difficult and unhappy one indeed unless there are some especially and novel rainy day games planned which will give the little folks something novel and different to do. There may be a whole series of these special plays for shut-in Saturdays planned which will make the sun shine indoors if it refuses to show its face over the garden.

One mother arranged a rainy day game for each room in the house. In the kitchen, while she was busy baking, the children were allowed to play baker. She gave a little of her bread dough, sweetened, to each child. With their

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toy rolling boards laid on a kitchen chair which served for a table, and with the play room rolling pins, they rolled the dough to a thickness which could be cut with a silver thimble. These tiny biscuits were baked by the children in tin gem pans and during the baking Hide the Thimble was played to pass away the time. When the biscuits, brown and crisp, were taken from the oven, a dolls' table was set with small dishes in one corner of the kitchen and there was a delightful party with refreshments of jam and thimble biscuits.

In the children's own play room a game of Lost and Found was organized. All the scattered toys of yesterday's play were collected and spread out on a long table. One child was blindfolded while a second child selected and put away in its place one of the toys from the table. As soon as this toy was taken away, the blindfolded child was allowed to return to the table and try to tell which toy was missing. The game served the double purpose of putting the play room in neat, orderly condition and sharpening the children's wits at the same time.

Rainy day plays in the sewing room were varied and full of fun.

Mother's empty thread and sewing silk spools

furnished materials for other rainy day plays. The smaller twist spools made standards for tiny toy trees. In the hole of each spool a burnt match was glued and both the spool and the match were painted green with the children's water color paints. Green tissue paper was cut in narrow strips, fringed and twisted around the match where it was glued in place to make the foliage of the tree. A score of these little spool trees were placed on the window sill of the house to form a doll's park. More spools made dolls' furniture. Four formed the legs of a tiny bed which had a cardboard mattress and head and foot board. One spool with an empty ribbon bolt glued to the top made a table, and an oblong piece of cardboard folded in the centre and glued to a spool made a doll's chair.

The long dining room table was always cleared on a rainy day and given over to the children's use for games, a privilege not accorded usually because it was polished and easily marred by little fingers. All sorts of delightful plays were organized as the children sat around the big table. A supply of wooden button moulds from the tailor's and a handful of pointed wooden pegs from the shoemaker's made tops. A peg was thrust through the hole in each mould and the

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tops were painted some gay color with water colors. The children spun these tops on the polished surface of the table, a contest being held to see whose top was able to spin the longest. These button mould tops were made to race, also, from one end of the table to the other driven by little whips made of colored cords tied to meat skewer handles.

A basket of common household articles was prepared, containing bits of cloth, small objects made of different materials, packages of cooking materials from the kitchen and a few of the children's toys. The children, seated about the table, were given pads of paper and pencils. One object at a time was taken from the basket, handed to the first child who looked at it, wrote on his pad the name of the country from which he thought the object came and passed it to the next child who also tried to write its place of manufacture. This was continued until all the objects in the basket were exhausted when the children compared their lists and a simple prize was awarded for the most correct list of countries and localities.

Another game for the dining room table was Picture Snap invented by mother, and so delightful that it would fill a whole rainy afternoon

full. Each child was given an old magazine and some blank cards like the kindergarten perforating cards that cost only ten cents for a hundred. The preliminary part of the game consisted in cutting out the prettiest advertising pictures from the back of the magazines and mounting them neatly on the cards. In selecting the magazines duplicates were chosen so that some of the completed picture cards would be alike. When a set of these cards was finished, they were shuffled and dealt to the players, ten to each. Then they were laid down, one at a time, in the centre of the table and as soon as two duplicates card appeared the players all called *snap*. That player who succeeded in first saying the magic word received all the cards in the centre of the table, and whoever was able to get all the cards won and finished the game.

These simple devices by means of which one mother averted and avoided the difficulties of a rainy day are suggestive to other mothers. The success of each one of the plays lay in the fact that it was unique, and saved for special rainy day use.

There may be a special home rainy day box full of play materials that the children can discover with delight when the clouds drop rain and

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tears are apt to keep company indoors with the drops outside. The box may include many old illustrated magazines whose uses are many and varied for little folks' play. A scrap book made of large leaves of wrapping paper bound together can be filled with pictures cut from the magazines, each page representing a room in a paper doll's house. Pictures of kitchen furnishings, ranges and dishes from the advertising sections of the magazines fill the kitchen page of the novel scrap book. There can be a garden, a play room, a grocery store, and a drawing room in this unique scrap book world for paper dolls, and between the pages there lives a whole family of fashion plate dolls.

Other full page illustrations from the magazines may be torn out, mounted on cardboard and cut up into slices and cross sections to make the charming perplexity puzzles which are so much in vogue just now.

This rainy day treasure box should include bits of colored paper, blunt scissors and a jar of paste, with which the children will be able to make their own pictures. On a gray cardboard background a sky line can be indicated by pasting on a strip of blue paper. In the foreground of the picture yellow paper corn shocks

and orange paper pumpkins can be pasted to make a fall picture. A strip of white paper pasted on a blue one will look like a snow covered hill and the addition of green paper trees and a paper doll in redcoat and hood on the hill will make a still more attractive picture.

A bundle of pieces from mother's cloth bag, white and colored will be also a rainy day boon for a little girl. A roll of white cloth with inked face and a darning cotton or yellow worsted wig makes a most companionable rainy day rag doll, and her small mother can dress her in a gay print dress and gingham sunbonnet.

For the baby of the family, the treasure box may contain a bag of the inch, colored wood beads of the kindergarten and a shoe string on which to string them, a large polished wood peg board and some colored pegs to fit into the holes and stand erect and straight like so many soldiers in colored coats. There can be a special set of rainy day blocks, simple, but attractive because the baby does not see them when the sun shines.

A little forethought and there are no rainy day tears in the home.



GAMES FOR A SCHOOL CHILD

IT IS ever so stupid for a boy or girl to have to spend a delightful, cozy winter evening when the open fire is sputtering and crackling and the library lamp is lighted—just doing lessons. School books are dull enough company in the day time, but they are very dull companions after tea.

Will it not be splendid fun to learn some new games that teach a child some of the lessons which hide between the covers of the school books? Then the dry old lesson books may rest until morning and school time, for a child will learn quite as much through these games without their help.

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The spelling book has the dullest pages of them all, but here are some novel spelling games that teach all about words without the assistance of the speller.

Spelling Contest. This game calls for a circle of children, big or little; but it is ever so much more fun if the ring is large. All the neighborhood children may be called in to help play for there never yet was a child who did not need to learn how to spell. The children count out to see which of their number shall be It. This player stands in the centre of the ring holding a bean bag. As he throws the bag to one of the children in the circle, he calls out some word, and the child at whom he aims must catch the bag and spell the word that the leader pronounced before he throws the ball back. Failure to spell the word correctly causes a child to leave the circle, and that child who remains longest in the circle wins the game. It will be well to have a grown-up near to act as umpire for the game, and a big red apple, or a length of red ribbon to make a book marker for the speller, will be a fine prize for the child who wins the game.

An Alphabet Game is very jolly. There should be twenty-seven children to play this

game. Some evening a child may give an alphabet party and invite twenty-six of his friends to come to his house and help him to learn how to spell. Each letter in the alphabet is printed on a large white card with a brush and India ink, and to each of the children one of these cards is given which he pins on his coat. Mother, father, grandfather or any other older person who can be pressed into service leads the game. The alphabet children sit or stand in a row, and the leader quickly gives some word for them to spell. As soon as the word is given the children whose letters spell the word step forward in the exact order in which the letters should appear in the word. The players will have to think quickly and if any letter fails to hop into place at the right moment, he should be asked to pay some sort of an amusing forfeit.

The forfeit for this game may be to say the alphabet backward, without making any mistake.

A Word Game is a fine game for a rainy evening, when all the children in the family gather around the long library table for an especially good time. A set of cards is prepared, each with some word printed on it that the children have

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had difficulty in spelling in school. The cards are scattered over the table in plain sight. One word is called by the leader of the game, and the child who can spell it first and pull it out of the collection of other words without touching or disturbing any other card may keep it. The child who holds the greatest number of cards at the end of the game wins. This is rather a noisy contest, but ever so much fun for the children who take part.

Now for some arithmetic games.

Multiplication Ball teaches children the multiplication table much faster than any arithmetic book. The children playing the game form a rather wide circle with one player on the outside who holds a rubber ball. This leader tosses the ball over the children's heads and into the centre of the ring, at the same time calling out "seven times nine," "eight times five," "six times twelve," or any other number combination he likes. The child in the circle who answers the questions correctly and catches the ball before it bounds twice scores ten. A score of one hundred wins the game.

Number Circle is another ring game. It will need a grown person for the leader who stands in the centre of the circle giving certain

number combinations to the children in quick succession. Seven and five, less four, multiplied by five, divided by eight, or any other arithmetical examples. As soon as a child answers incorrectly he is obliged to go into the centre of the circle, but when he is able to correctly answer an example that another player failed to answer he may again take his place with the children in the circle. The player who has been in the centre of the circle the least number of times wins the game.

Racing Figures is also an interesting number game. The children playing the game are seated about a long table and are provided with paper and pencils. The leader prints on a child's blackboard, a slate, or a long strip of cardboard an example similar to the following:

$$19 - 8 \qquad 7 \times 12 \qquad 18 - 2 \qquad 7 \times 13$$

Each answer represents a lap in the figure race. As soon as the problem is given, the children put down the answers, and the child who has the most correct answers, the greatest number of laps, to his credit at the end of a minute, wins the figure race.

The examples may be easy or difficult, according to the arithmetical ability of the children playing the game.

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Nature games are varied and charmingly adapted to home use.

Seed Game. The players are provided with paper and pencils. On a large sheet of paper tacked to the wall at the end of the room, the following questions are written:

What seeds fly?

What seeds roll?

What seeds do we eat?

What seeds feed animals?

What seeds like to ride?

What seeds are colored?

What seeds do the birds love?

What seeds like to roll?

The longest list of correct answers wins a prize.

Leaf Names. Thirty or forty leaves are waxed and mounted on numbered cards. They may include the common leaves to be found in every woods; oak, maple, hickory, beech, birch, ivy, chestnut, wild apple, cherry, plum, etc., as well as the common plant and shrub leaves. The players are shown one leaf for a second and then another until all have been presented in quite rapid succession. As each leaf is shown, the players copy the number on their sheets of paper and against the number, if they can, the

name of the leaf. The player wins who has the longest list of correct leaf names when all the leaves have been shown.





GAMES YOU CAN PLAY IN THE SCHOOL YARD

IT is just as unpleasant to be a wall flower in the school yard at recess time as to be one at a party. Recess is so gloriously short, just a breathing space between the long lesson hours, and who wants to spend it doing nothing, just leaning against the school yard fence perhaps, hands in pockets and whistling?

The very moment when the school doors open and the children come surging out is the moment to start a game. The boy or girl who is quick witted enough to invent or organize a game that gives the whole crowd something to do will have the best time at recess and will be most popular with his or her mates.

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Charlie Over the Water is a fine street game to play in the school yard. A group of children count out to see which child shall be Charlie. The others form a ring about him—a great big ring, or there may be a number of small groups playing, each with a child in the centre. At a given signal the circle moves quickly around as the children sing:

“Charlie over the water,
Charlie over the sea,
Charlie caught a woodchuck,
But he can't catch me.”

When the last word of the ditty is chanted, the children all stoop down quickly, Charlie trying to touch or tag one before they assume this position. The child who is caught must take his turn at playing Charlie in the centre of the circle.

Chasing the Weasel is a splendid, rollicking game for recess time in the school yard. One child impersonating the weasel stands just outside a circle of his mates while a second child stands inside, ready to chase the weasel. The weasel may take any track he wishes to elude his pursuer. He may go in and out between the children, skipping one—two—or five children.

He may run for awhile on the outside of the circle, or on the inside. He may cross the circle in zig zag fashion, but whatever may be the route of the weasel, that must be the route of the child who is following him. If he loses the track he must be the weasel. The weasel finds a hole in which to rest as a child stretches out his arms and holds him. This gives him a chance to get his breath occasionally. When the weasel is caught, a second weasel is chosen and a second child to give chase.

The **Duke's Land** is played by a long line of children. A line is chalked across the playground and one child stands just inside it, impersonating the Duke. The children advance in line, singing:

"I'm on the Duke's land
The Duke is at home,
He cannot catch me
'Till I say, *come.*"

As the children near the line, they may jump across, but the Duke is not allowed to tag one until the word "*come.*" If the Duke be so fortunate as to catch one of the intruders he may take his place in the line and the child who is caught must be the next Duke.

It will be even more fun to have a little girl dressed up in somebody's long rain cape, playing that she is a witch in her cottage whose threshold is marked by the chalk line. The children again advance, chanting:

“Old witch, old witch, come out of your house,
Kettle bubble—toil and trouble,
Some one is coming, as still as a mouse.”

At the word, *mouse*, the witch tries to catch some child.

Every boy has his pockets full of small objects—marbles, nails, scraps of wood, tops, or penny toys. Two lines of children may be formed equal in length and a few feet apart to play a new Button, Button game, with the contents of some boy's pocket. Two leaders are chosen who stand, one at the head of each line, holding an object high in the air from his pocket. *One, two, three*, is counted and the leaders start the objects; marbles, pennies, tops, whatever they may be, down the line. Each player must be ready to receive the object in his hands and pass it quickly to his neighbor. The smaller the object, the more difficult will be the game. The end man who receives an object first and holds it up, wins for his line. This is really a most ex-

citing game, compelling the strictest attention, and requiring great dexterity. If a player drops the "button," he will lose a lot of time for his line, and it is very hard to keep it going without dropping it, occasionally.

In any open sunny school yard, a group of children will find ever so much fun in playing Tag with their shadows. The player who is It tries to step on some child's shadow and if he is successful in doing this and is also able to call out the child's name before she reaches the school wall or fence which is *home*, the child who was tagged must be It. This game is less simple than it sounds. There are often a number of class rooms having recess at the same time and it is not always possible to remember a strange child's name before he reaches *home*.

Steps is a fine school yard game. A circle of players is formed about a single player whose eyes are blindfolded. The blind man is then turned around two or three times and a few players in the circle walk up to him and walk a certain number of steps away, carefully counting their steps. The blind man is told how many steps will take him to a certain player, and he tries to reach him, guessing the direction in

which he must go. If he is successful, the player whom he caught must be the blind man.

Puss in the ring may be played by as many children as one wishes. Puss stands in the centre of a good sized chalk ring, and the other players group themselves about outside. Puss may tag any player who has his foot inside the ring. The players tease Puss in every possible way, jumping inside the ring, and out again before she is able to catch them. As soon as a player is tagged he must join Puss and help do the tagging, and the child who is able to elude the clutches of the combined "pussies" longest wins the game.

School yard games are almost as important for boys and girls as lessons. One can get so much more fresh air in one's lungs when one is running and shouting than by just standing still and moping. Playing a game is the best way for schoolmates to get acquainted with each other, and there will be fewer quarrels at recess time if a group of children are paying strict attention to the rules of a fine, exciting game.



FIRESIDE GAMES

THE wind is howling down the chimney and perhaps the rain and sleet are beating against the window pane, but what child cares that it is a stormy night outside? The nursery fire is all aglow and ablaze with the coals of good cheer. It sparkles and crackles and burns merrily enough to make one forget the weather. There is a dish of apples to roast in front of the fire and there are chestnuts, too, and marshmallows. A warm red rug is spread on the floor and the children in bath gowns and slippers are sitting up for a happy hour just before bed time to play games—fireside games—and what shall they be?

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Games for playing in front of an open fire should be mostly thinking and guessing games. A child doesn't want to romp and play too much about the nursery in his slippers and bath gown. What he does want to do is to sit by the fire, curled up on the floor and just watch the coals while he makes his "thinking machine work" as Br'er Rabbit used to say.

These are a few fireside games that will help a child to do just that.

I Love My Love is played by a line of children, who start with a lot of questions about my Love which must be answered according to the letters of the alphabet. The A's might run this way:

"I love my Love with an A, because he is Adorable.

I hate him with an A because he is Ancient.

He took me to Appledore and treated me to Arrowroot.

His name is Ananias and he comes from Ayrshire."

The B's may run as follows:

"I love my Love with a B, because he is Brilliant.

I hate him with a B, because he is Boorish.

He took me to Banbury and treated me to Barberries and Biscuits.

His name is Bob and he comes from Babylon."

Each child must tell the story and fill in the missing ideas in the sentences with words that begin with his special letter of the alphabet. Should he fail, or hesitate, another player may fill in the gap and move up the line after the manner of an old fashioned spelling match to take the place of the child who failed. The player who stays longest at the head of the line may have the biggest roasted apple for a prize.

P's and Q's is another fine fireside game. The players sit in a circle and one stands, asking each in turn a question, as:

"The Sultan of Turkey has gone forth with all his men to battle. Tell me where he has gone, but mind your P's and Q's. The child questioned must answer quickly, naming a city in Turkey beginning with a letter before P in the order of the alphabet.

Another question is put, immediately—

"The Sultan of Turkey with all his men was entertained at. Tell me where, and mind your P's and Q's."

In replying, no letter of the alphabet used previously must be repeated so the game is a

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difficult one and a tax upon a child's wits. It has unlimited variations and may be applied to animals or flowers, or authors as well as geography.

The questions may ask:

"The circus has come to town, tell me which animal roared the loudest?

Which came from Africa?

Which had horns and hoofs?

Which carried his home on his back?

But mind your P's and Q's."

Varying the game to make it a literary one, the child asks:

"Charles Dickens wrote a book, tell me the title, but mind your P's and Q's."

Each child questioned must answer quickly or he loses his place in the game, and he is obliged to pay a forfeit.

The children sit in a row to play the Ship Alphabet. One child is chosen for the schoolmaster and he asks the child at the head of the line:

"The letter?"

"B," answers the child, perhaps, although any letter may be chosen.

"The name of the ship?" The schoolmaster then asks of the next child in the line.

"Bouncing Bet," the child replies, or an equally absurd name which suggests itself to him.

"The name of the Captain?" is the next question.

"The name of her cargo? The name of her port?" follow rapidly. As the schoolmaster puts each question, he counts ten and the child must answer the question within that time. This will be found difficult especially if the letter chosen was an unusual one. The successful players move up the line taking the places of those who failed.

Making up limericks in front of an open fire will be found a whole lot of fun. A limerick is a jingling form of verse, quite unmistakable once one learns the swing of it, and the more nonsense a child puts into it, the funnier will it be. The best way to describe a limerick is to really quote one that some children made up one evening in the nursery.

"There was a fat man of Tobago,
Who lived on saltpetre and sago,
When asked what he'd drink
He said he'd take ink,
Because it was good for lumbago."

A group of children may play a game of Suggestions. The first child in the circle voices the first idea which comes to him—*treacle* perhaps, or something quite as absurd. The next player then gives immediately the idea suggested to him by *treacle*—*jug* perhaps, or *bread*. Following *jug* comes the next child's idea—*potter* and the fun of the game is to see how far, after one or two rounds, the children have gone from the first idea, or suggestion.

Acting out one's favorite stories will afford a great deal of fireside fun. One child must leave the room, and those who remain decide what fairy or household tale they will act without costume or stage setting. If the story of Cinderella is chosen, the smallest little girl crouches by the fire, pretending to cry, while two larger children play that they are dressing themselves in all manner of finery and go through the pantomime of starting away for the ball. The child who went outside is then called back to the room and tries to guess the title of the story that is being acted.

A very much simpler way of playing pantomime is to imitate the occupations of various tradespeople, to pretend to saw like the carpenter, to plane like the joiner, to play at shoeing

a horse, or to imitate the movements of certain musicians. A child who has been hiding outside the room returns and tries to guess who is being impersonated. It will be very amusing too, to have animal pantomimes, to hop like a rabbit, growl like a tiger, or leap as does a rabbit, or a kangaroo, the other child trying to guess what animal in the zoo is really performing in front of the fire. And by this time, the fireside games will have grown so hilarious that mother will come upstairs saying, "Bed-time," and the games will have to be continued some other night.





SNOW GAMES AND HOW TO PLAY THEM

SNOW is good for just three things in the game line. It is good to mark a child's footsteps in any sort of an exciting, trailing game. It is good to make more snow balls than a child can count—not to throw at the others but for playing snow ball games. It is good, too, to make snow forts and there are some fine ways of storming them.

First come the fascinating trailing games.

Fox and Goose will be a splendid follow-my-leader-sort of game to play some day after school when the ground is covered with a soft, light covering of snow that shows and holds the

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least mark of footsteps. One child should be chosen for the goose who is given perhaps a minute's start from the den. The den may be a big hole dug under a snow drift, or a corner of the garden wall, or just the door of the wood shed. The goose takes a very devious way, climbing or vaulting over fences, jumping certain distances, sometimes going with a hop, skip or jump, walking backwards, turning around as he walks, or going in all manner of crooked, zig zag directions. The line of Foxes must follow the Goose, one at a time, keeping exactly in his tracks, and doing just what he is doing. Any Fox who fails to imitate and follow the Goose must drop out of the line. There is apt to be a very small following of Foxes when the clever Goose comes home again to his den.

Another Fox and Goose game is played with a rather large circle marked out like a big wheel in the snow. It should be as wide in diameter as the field where the game is being played. The outer edge, or rim should be tramped down so as to make a running track in the snow. Around the edge of the circle as many dens as there are Geese are indicated. These dens may be small snow forts or just goals marked by twigs stuck in the snow. From each den, a

path is tracked to the hub, or centre of the circle where the Fox stands. The Geese must run from one den to another as quickly as possible, following the path which marks the rim of the circle. As they change places, the Fox tries to get into one of the dens. In doing this he must follow a track which stretches from the hub to the edge of the circle. He may not choose his direction. If he is unsuccessful in getting a den, he must return to the hub. If he gets into a den, the Goose who is left out must go to the centre of the circle and play the part of the Fox.

A fine Animal Game can be played in the snow. Two long paths are marked across the field or garden, dividing it into two goals, the space between the lines being occupied by the hunter and measuring perhaps twenty or thirty feet. The players divide themselves into two equal groups, each taking the name of a wild animal and placing themselves in either goal. The Hunter then calls the name of certain animals.

“Tigers”—“Leopards”—or “Elephants.”

At this signal, the tigers, leopards or elephants from each side change goals, and the Hunter tries to bag them as they cross his territory. The

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game ends when the Hunter has succeeded in capturing all this big game.

Now we will make a big pile of snow balls, as hard and round as possible, and play some Snow Ball games.

A series of holes may be dug in the snow along the edge of the garden wall or by a fence. One player who is chosen as thrower tries to toss a snow ball into one of the holes. As soon as he is successful all the other players give chase and try to catch him. If he can run the length of the field and return to the hole where his snow ball is, without being tagged he may take his place with the other players and choose a second thrower. If he is tagged, he must continue to be thrower.

A target may be marked in the snow, and a group of children forming a throwing line marked also in the snow at a distance of twenty feet away, try to hit the bulls eye with a snow ball. Each child throws in turn and has but one chance. A snow ball which hits the centre of the circle counts ten for the child who threw it, and a score of fifty wins the game.

A circle of children, formed about one child who stands in the centre, may toss a hard snow ball from one to another, but always directly

across the circle. The player, standing in the centre, tries to catch the ball as it flies across, and if he is successful he may take his place in the circle and the child who last touched the ball changes places with him.

In another circle snow ball game, all the players save one form a circle with a wide space between each two. The odd player stands in the centre, holding a snow ball. He tosses the ball to some child standing in the circle, immediately running outside the circle. The player to whom the snow ball was tossed must catch it, lay it on the ground in the middle of the circle, give chase to the child who threw it and try to tag him before he, in turn, gets around the circle and picks up his snow ball in the centre again.

Now for the Snow Forts.

The simplest snow fort game and one that little children will find great delight in playing is to build one big wall of snow and set upon the top of it a row of gallant little snow men. The players then stand in a row the distance of the garden away from the snow wall and with iced snow balls, and in turn, try to see in how few shots they can knock a snow man down from his high place.

A game that boys will enjoy may be played by

two opposing teams, who build snow forts at opposite sides of the field. When the forts are ready for occupancy, the players crawl inside and put their caps in a row on top of the front wall of each fort. Provided with a good supply of snow balls they try to dislodge all the caps of the opposing team. If a player is hit by a snow ball he is out of the game, temporarily, and an umpire should be chosen to see that he stays out. The team knocking off all the caps from the opposite fort first, wins the game.

Robber and Castle is a fine snow fort game. For playing the game it will not be necessary to build a large, complete fort. Just two walls will be sufficient shelter for the players who live in the castle. The robber crouches at the farther end of the field on the opposite side of a line drawn in the snow, with his back to the fort. The players creep out of the fort, cross the field and try to capture him, but he in turn, if he hears them coming, may tag one of their number. Any child tagged by the robber must take his place, while the robber goes over to the snow fort to live with the other players.

The Russian little folks have invented a splendid snow ball game to be played when the ground is covered with a fine, hard crust. As

many children as wish may play this game. A row of holes is dug in the snow, each hole the right size to hold a fair-sized snow ball. The holes are put in a straight line, about four or five feet apart and there must as be many holes as there are children playing the game. Each hole is numbered, as are also the children and the holes may be marked by little paper or cloth flags, lettered and fastened to twigs which are thrust in the ground at the side of each hole. A distance of a rod from the first hole and in line with it, a red flag is put in the snow to indicate the throwing point. The player who is numbered *one* stands by the red flag and tosses a snow ball into a hole. He scores as many points as are indicated by the marker. Hole *three* counts three for him—hole *ten* counts ten. As soon as he made his hole, he steps back and gives his place to the player whose number corresponds to the number of the last hole the previous player made. The game continues until a previously arranged score is made by one child. Fifty is a fine score and one will be found sufficiently easy to make. The snow balls used in this game should be very round, hard and iced—the sort of a snow ball that hurts when it hits you, but is fine and lasting to play ball with.

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A soft snow ball that won't hurt a child should be used to play the jolly game of Johnny Jump Up which by the way, is so strenuous that it scares Jack Frost away and results in rosy cheeks and warm toes and tingling fingers on the very coldest day. The players count out to see which child shall have the first chance to throw the snow ball. As soon as a leader is chosen, the other players run as far away from him as possible. The leader then throws the snow ball, trying to hit one of the retreating players and calling out at the same time:

“Johnny Jump Up.”

The player hit must leave the field, but whether or not the leader succeeds in hitting a child, at the word “Johnny Jump Up,” all the players scramble for the snow ball and the child who gets it may be the next thrower. The players scatter again to escape being hit by the snow ball and again try to get it, the game being won by the man who, at the end of fifteen minutes has been thrower the greatest number of times.

The old delightful game of Hare and Hounds can be played better in the snow than when the ground is clear. Every child knows how to play the game and every child, too, will tell you that it

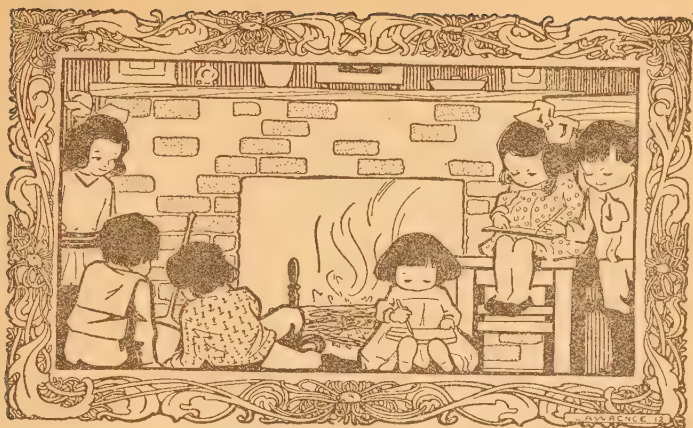
affords more fun on a Saturday afternoon than almost any other form of sport. Several children are chosen for Hounds and they hide in a den which may be a snow fort, back of a big snow drift, or in a corner of the garden wall. The Hare is given a fair start from the den. If the game is to cover a large space of ground, he ought to be allowed five minutes at least. He may double in his tracks, stop in any available hiding place until his pursuers pass, or walk along a stone wall or fence to break the trail, which his footsteps make in the snow. The Hounds try to break line and catch him before he travels back to the den.

The Indians play a fine game called Snow Snake. The "Snakes" are long, straight sticks having some weight. These may be whittled from branches. The game consists of skimming the snakes across a sheet of ice or over the crust of the snow as one *skips* stones across the pond in the summer time. Each stick is notched with one, two, three, four, or five notches and each player should whittle himself a number of these sticks. The players stand in a row and take turns skimming the snakes. When the last player has thrown his last stick, that snake which went the farthest is picked up, and it

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scores as many points for the player who threw it as there are notches on the stick. All the sticks are then gathered up and tossed to one side, and each player throws again with a fresh stick from his bundle. This is continued until all the sticks are used up. The game is won by the player with the highest score.





RAINY SUNDAY GAMES

SUNDAY afternoon is always the longest afternoon of the whole week even if a child goes to Sunday School, and dinner is an hour later than usual. Perhaps it is a rainy Sunday afternoon as well as a long one, and all the grown folks are taking naps and there is no one to amuse one. A child isn't supposed to play the old, favorite week day plays on Sunday. What shall he do to amuse himself during the long hours that stretch from the end of Sunday dinner to bedtime Sunday night?

Why, he may entertain himself with some especially nice Sunday plays, plays that will be so different from those of Saturday or any of the

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other ordinary days that they will make Sunday seem like the nicest day of the whole week.

A Sunday afternoon may be given up to drawing Bible pictures in the library. The neighborhood children are all invited to come to this picture afternoon, and they pull their chairs up close to the long library table upon which are spread some fresh sheets of white drawing paper, some nicely sharpened pencils, and a few boxes of colored crayons with which to color the pictures after they are drawn. It is a quiet, drawing contest. No one helps his neighbor, or looks over his neighbor's shoulder to see what he is drawing. When each child has finished a picture the drawings are all collected and pinned up about the library. Then, with pencils and papers, the children move around the room, looking at the pictures in this little art gallery and writing down the names of the Bible stories which they suppose the pictures represent. A picture of a little boy wearing a many colored coat illustrates the story of Joseph, a sling, the story of David and Goliath, a picture of a penny, the parable of the widow's mite, a fish, the parable of the loaves and fishes, and an ark or some animals walking in pairs, the story of the flood. There are ever so many Bible

stories which children can illustrate with pictures, and the drawing and guessing of story names will occupy, delightfully, a whole afternoon.

Another rainy Sunday play for the younger children may be the making of a Sunday scrap book. Some sheets of tinted paper or brown linen are bound with *passe patout* binding and fastened together at the back with paper fasteners, forming the leaves of the scrap book. At the top of each leaf of the book a text is printed, or written, to be illustrated by pictures cut from old magazines and mounted on the page beneath the text. In the case of a linen scrap book, the texts from Sunday School, printed on cards, may be glued to the cloth. Another way of making a Sunday scrap book is to collect as many Madonna pictures as possible and mount them, writing under each the name of the artist and the year when the picture was painted. This scrap book will be a very beautiful one indeed to keep and look at on very special occasions.

There are a few games that a group of children may play Sunday afternoon; quiet games, just suited to the day. There may be a Sunday text match. The children are seated or stand in line, as they would for an old fashioned spelling

match. The leader gives out a letter in the alphabet, and each child recites a text beginning with that letter. If a child fails, he must go down the line as one does in a real spelling match, giving place to the child who successfully recited a text. It will be a most exciting match for the child who knows a great many texts, and stays longest at the head of the line.

Another Sunday game is played like the game of Twenty Questions. One child of a group leaves the room, and while he is gone, the others decide upon some Bible character whose name he is to guess. The child, returning to the room may ask each child of the group one question:

"Where did the person live?"

"What did he do?"

"How was he dressed?"

"What book of the Bible gives his history?"

Sunday Clocks form a novel form of Sunday amusement. A circle is drawn by each child on rather a large piece of paper and it is divided into twelve sections which are numbered like a clock face from I to XII. Then each child writes in the upper section of the clock face marked I, a noun which may be any word at all; love, snow, wool, sheep, child. As soon as the nouns are written in, the children exchange

clocks, and using their Testaments for reference try to find eleven texts relating to the subject indicated by the noun at the top of their card and write them neatly in the different spaces indicated on the clock faces. The child who finishes first receives some simple reward.

Telling Hymns is a means of helping children to memorize some of the beautiful old church poems which form a part of the world's literature, and are too often neglected in the child's school education. The players are seated in a row and the method of playing the game follows that of the ever delightful spelling match. The child who sits at the head of the line recites the first line of a well known, beautiful hymn, as:

"The shadows of the evening hour,"

The child who sits next to him in the line takes up the verse if he can, reciting:

"Fall from the darkening sky."

The third child continues:

"Upon the fragrance of the flowers,"

And the fourth child ends the verse:

"The shades of evening lie."

Each child takes up the hymn where the child

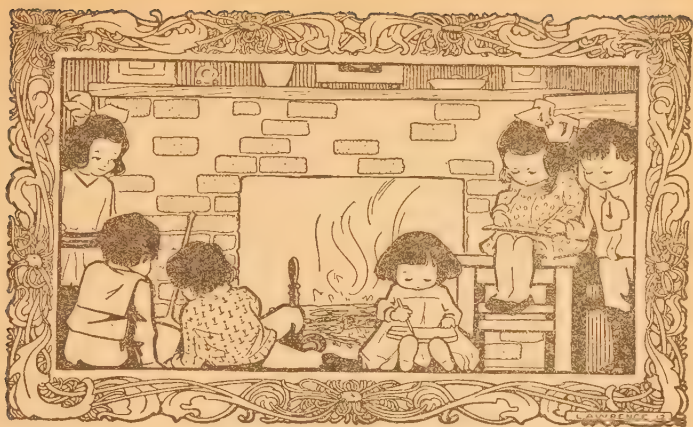
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before him left it until the verse is complete.

“Before Thy throne, oh, Lord of Heaven,
We kneel at close of day.
Oh, listen to Thy servant's needs,
And hear us while we pray.”

If the line of children is long enough the remaining verses may be repeated, or the child at the head may start the next verse. Any child who misses, and is not able to repeat his line when his turn comes has to go to the foot of the line, and the child who stays longest at the head of the line wins the game. A few minutes or a half hour devoted to hymns in this way every Sunday afternoon will teach children a great many of these wonderful old poems which will make their future lives fuller and richer because they formed part of childhood's days.





SUNDAY HAND WORK



BOX of empty spools, twist, basting cotton, or sewing silk spools collected by mother and only produced on Sunday afternoon will prove a delightful means of helping the children to reproduce certain types of Bible architecture. If a thread factory is available any number of fresh, new spools of the same size may be bought at a slight expense and the Bible forms which the children make with them may be glued together so as to form permanent toys for Sunday use. A pillar made of three or four spools form the basis of this building, and these spool pillars are combined to make walls, gates, a pipe organ for a doll's Sunday School, or even a temple with a

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card board roof which will closely resemble one of the old Hebrew buildings when it is done.

A pound of prepared modeling clay, kept also for Sunday use only, will prove a means of entertainment and education for children. With it the children may learn to mould simple objects which relate to Bible stories. The tools for home clay work are simple and easy to procure. A broad, flat wooden knife and a board—these are all that are necessary. The baby of three or four will be able to roll two lumps of clay into ball form in the palms of his hands and then flatten them with his thumbs to represent the stones between which his little Bible cousins ground their grain. Another lump of clay may be rolled, spherical, and hollowed to make a basket which may be filled with clay loaves and fishes. The older children will soon learn to model vases, drinking vessels similar to those we find pictured in Bible lore, tiny clay bricks which may be combined to build walls and sheep folds, and even make tiny models of the lamps used in the old world temples.

A tin tray of sand will prove another Sunday delight for little folks and a means of teaching them Bible stories as well as entertaining them. A tinsmith will make a zinc tray eighteen inches

wide, by twenty-four inches long, and three inches deep. This tray will cost only a few cents and the sand to fill it will cost still less. For purposes of modeling the sand should be slightly wet, and with the sand tray all sorts of delightful pictures may be constructed by a child. The roads, lakes, and hills, and mountains of Palestine may be moulded. Twigs wound with fringed green tissue paper will look like tiny trees and may be stuck in the deep sand to outline the little roads. Small cardboard models of the low flat houses of Palestine may be dotted in among the trees, and walls may be built of pebbles or clay bricks. A flock of white paper sheep having cotton batting glued to their backs to represent wool may stand under the toy trees in the sand field to illustrate the story of the Good Shepherd. Another tiny landscape illustrates the story of the wise men. The sand is smoothed down to represent the desert, and pine twigs standing in the sand look like palm trees. Toy camels bearing dolls dressed in imitation of the magi may walk across the play desert, or brown paper camels will be quite as realistic. A tent made of red calico or white paper painted in oriental colors completes the tiny landscape.



RING GAMES

RING TAG is always a favorite. The children in the circle clasp their hands behind their backs. One child, chosen by the others, goes outside the circle, running lightly around two or three times until he decides to *tag* some one, whose clasped hands he touches. The child tagged must try and catch the other before he reaches the place left vacant in the ring. A group of children will play this game for a half hour at a time without tiring.

A pretty **Greeting Game** is played by one child standing in the centre of the circle (and reaching out his right hand to some one whom he wishes to choose. The child chosen comes into the

centre of the circle) shakes hands with and courtesies to the first child who bows in turn and goes back to the ring, leaving the child he chose to go on with the game. This is an especially charming game for a child's party, when it may be done to minuet music played on the piano.

The Sheep game is always a prime favorite. The child who stands in the centre of the ring, impersonates a farmer who has lost a sheep. He asks a child who stands in the circle:

"Have you seen my sheep?"

The child who is questioned answers, "yes," and immediately faces about, standing with his back to the others.

"How did it look?" the farmer asks.

The second child at once describes the dress of one of the other children.

"Your sheep had a red dress and a white apron—" or

"Your sheep had pink hair ribbons—" or

"Your sheep had a white suit."

The child described must run quickly about the outside of the circle, followed by the farmer. If he is caught before he gets inside the circle, he must be the next farmer. This game is wonderfully educative along the line of attention. Every child must listen to see who is described.

The jolly miller is played by a circle of couples. One child stands in the centre, impersonating the miller. The couples on the outside march around the miller, chanting:

“Oh, jolly is the miller
Who lives by the mill.
The wheel goes round
With a right good will.
One hand in the hopper,
And the other in the sack,
The right steps forward,
And the left steps back.”

At the end of the rhyme, the children all change partners. The child at the right of each couple steps forward one place, and the child at the left steps back. During the change, the miller must try and find a partner. If he is successful, the child left out must go in the centre and be the next miller.

An old English Maying game may be played by the children forming in two lines of equal length. The words are sung to the tune of “London Bridge is Falling Down.”

The children face each other, enough space being left between the lines to admit of them walking forward and backward.

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The verses are sung alternately as the children march:

1. "Here we come gathering boughs in May,
Boughs in May,
Boughs in May;
Here we come gathering boughs in May,
This bright and happy morning."

2 "Whom would you like for your bough in May, etc."

3. "We would like Jean for our bough in May."

4. "Jean you may have for your bough in May."

5. "Whom will you choose to pull her away?"

6. "We will have Jack to pull her away."

At the end of the sixth verse, the children chosen, being equally matched, have a jolly tug of war to see which line is the stronger.

A game that little children enjoy hugely is the Zoo game.

Two lines of equal length are formed as for the Maying game. The lines stand, facing each other on opposite sides of the room. One line marches across to meet the other, singing:

"I went to visit the Zoo one day,
The animals all were out at play—
They marched along in a big parade
And then they all did tricks this way."

The opposite line of children marches to meet the other line, impersonating some circus animal. They leap like kangaroos, growl like tigers, or swing along with the stride of elephants. The children in the first line try to guess the animal impersonated and then take their turn at being animals. A simple prize will delight the child who is able to guess the most animals.

A variation of the Zoo game is known as the Barnyard. The children march in lines, but sing:

“Oh, say little lassie will you go with me
To the gay green fields away?
Oh, say little lassie will you go with me,
And feed the *sheep*, today?”

The opposite children must try to imitate the animals mentioned in the song. A cow, a pig, a duck, or a horse may be substituted. The child who is unable to do the impersonating must pay a forfeit.





GAMES FOR THE RAILROAD TRAIN

WHAT shall the children do to keep happy, and sweet, and contented through a long, dusty day of traveling?

Perhaps it is to be an all day journey. Even the vision of the great big farm at the end where the vacation days are to be spent, or the ocean with its great expanse of beach waiting for a child's play is not sufficient to compensate for all the fatigue that the noisy, tiresome, train day brings.

All the children, big and little, have come. There has been the excitement of ticket purchasing, and the bother about the trunks. There are so many other people on the train who are

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tired, too, and do not want youngsters running up and down the aisle.

It does seem a problem—this train “what-to-do” question, but it may be so easily solved if mother has been thoughtful and remembered in packing, to put near the top of the suitcase a sort of Aladdin box which will prove a boon in this emergency.

Just a flat box, it will be, filled with some home busy work materials which take up very little room and will keep both the older and younger children happy for hours at a time. The box should hold a neatly sharpened pencil for each of the older children and a ten cent box of colored crayons for the younger ones. There should be a few sheets of white tracing paper, pads of unruled, rather heavy white paper, a pair of blunt pointed scissors, a box of letters and some gay pictures cut at random from the children's old toy picture books or the advertising sections of magazines. If one can find them, illustrated catalogues from a furniture store will add very materially to the kit, and one or two flat tissue paper balloons which can be bought for a few cents may also be packed in the box.

When the children begin to show signs of rest-

lessness, the magic box may be produced and all its possibilities exploited.

The baby must be amused first. The car window is open a crack, and he is determined to put his fingers underneath and squeeze his fat little hand through. One of the paper balloons may be taken out of the box, tied with a bit of the lunch box string, and tossed out through the window. As the baby holds the string tightly inside, the air inflates the toy and the balloon floats gaily along with the train just outside the window, affording the little man a lot of fun and keeping him quiet and happy for a long time. If an accident happens to the balloon and it tears, a second one may be easily substituted, or just a scrap of paper may be torn kite shape and attached to the string and allowed to fly along outside the window.

The little folks of six or seven may have a train dolls' house. If they sit on the inverted suit case on the floor, the empty seat in front of them will serve for a plush carpeted doll's room, and the change of position will be a rest for tired little limbs. Mother finds the scissors, the furniture catalogues, and some pins. Cutting out the furniture pictures will be a fascinating occupation for the children and when enough pieces

have been cut to furnish a room they may be fastened, upright, to the seat with pins. The white paper may be folded and cut into long sheets of paper dolls who live in the doll house, and all sorts of happy, little girl plays will be the result.

Next, the children may trace pictures. One of the scrap pictures with a square of the tracing paper laid over it, is held against the glass of the train window. It's outline, which is very plain because of the light which shines through the glass, should be carefully traced with a lead pencil on the tracing paper. The tracing paper is then laid, face down, on the white pad and each line is retraced, leaving a finished picture outline on the pad. This new picture may be colored with the colored crayons and the children will be delighted to make dozens of them.

Perhaps, now, the baby has grown tired of his balloon and kite play. He may rest himself by sitting on the floor on the suit case and pricking pictures on the cushioned seat. A large easily outlined picture should be chosen. The picture is laid upon a sheet of stiff, white paper, and fastened to the seat by pins stuck in at the corners. The child is given a hat pin, or brother's scart pin and punches holes at equal distance in the

outline of the picture, making a charming pricked picture on the white paper. A folded steamer rug may also be utilized as a cushion for this occupation.

The children will be able to play all sorts of interesting Train Observation Games. Each child is given a piece of writing paper and a pencil. As the train dashes through the country at express speed, they put down on the slips of paper the names of as many objects as possible seen from the car window. Two children seated on opposite sides of the car can play this game, and before starting on the contest a score must be decided upon. Some objects will be seen over and over again and should score fewer points, and other objects will be rare and difficult to see. Farm houses should count only one point, as do also bridges, and brooks, and barns. But a thrush, or a black sheep, or a wild rose bush should count higher—three, perhaps. At the end of the game, and the distance between stations may constitute the time limit, the player with the highest score on his sheet of paper wins.

At the railway station, the children may write down a list of the objects they see in the concourse—an occupation that will help them to

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stay in their seats rather than run out to the platform.

These Observation Games may have a great many variations. A special class of objects may be watched for and written down: A hemlock tree, a squirrel on a wall, a mile stone, or a flock of birds. The child who first sees and writes down the object decided upon at the beginning of the game is counted the winner.

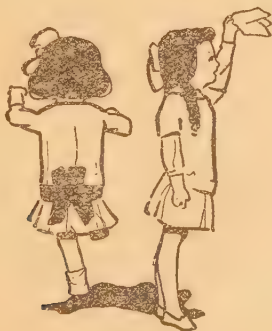
While the children are using their pencils, they will find it an interesting occupation to trace with the squares of tracing paper, the maps of the country through which they are traveling that are printed on the time tables.

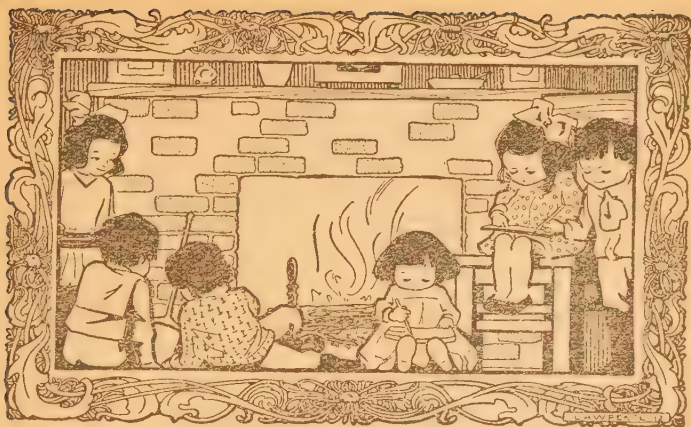
When it is no longer possible to look out of the window, and the train lights are lit, it will be fun to have a short story game, or to play some games with the box of letters.

A sentence beginning a story is written at the top of a sheet of paper, and the paper is folded over so that the sentence is concealed. The paper is passed to the next player who, in his turn, writes a sentence, folds it over and passes the paper to a third child. When the paper has gone the rounds two or three times, the story is unfolded and read—and it will be very funny indeed.

The conductor will put up one of the train card tables for the children's letter game. The letters may be distributed among the players, face downward. Each player then turns up at random one of his letters and puts it in the middle of the table. As soon as a player sees a word in this group of letters, he calls it out, and puts the word in front of him. Words suggested by the train; engine, cat, driver, smoke stack, etc., should count as two and the player having the most words when all the letters are used, wins the game.

With these varied occupations the long railroad journey will be happily accomplished, and the children will find a day in the crowded train as much fun as one of the vacation days in the country.





PENCIL AND PAPER GAMES



BIG pad of charming, clean, white squares of paper, a new red pencil with a fine, fresh, sharp point. A roaring fire in the nursery grate, and all the other children sitting with you around the nursery table. Is not that a splendid recipe for a happy evening? It is ever so much fun to romp and play in the garden, but when the long shut-in evenings come in the fall, the children will be able to find great pleasure in some quiet, pencil and paper games.

There is a funny Cake Game which you can play with pencil and paper. The child who is the leader gives out the questions, and the other children try to guess the answers, writing

them down in the order in which the leader gave them out. These are a few of the possible questions:

What kind of cake would a little cook bake for
A milkman—Cream cake.

A milliner—Ribbon cake.

A farmer—Fruit cake.

A geologist—Layer cake.

A carpenter—Plain (plane) cake.

A dog-catcher—Pound cake.

A baby—Patty cake.

There are so many kinds of cake and a clever child will be able to think of a variety for every sort of person, so that the game will prove a jolly one, indeed.

If the children are able to remember all the pretty things which grew in the garden in the summer, they can play a Garden Game. Each player puts down on his paper what he planted in a play garden—and it should be a queer seed, although he must have in mind when he writes it some variety of garden thing that might come up from such planting. The papers are then collected and given out again, each child trying to answer the question which he finds on his new paper.

Here are some of the seeds and their crops:

I planted an Oxford wise man. Scarlet sage came up.

I planted Old Glory—Flags came up.

I planted Cupid's arrows—Bleeding Hearts came up.

I planted something that Cinderella lost—Lady Slippers came up.

When all the answers are finished, the papers are again collected and read to see how funny are the results.

You can play Circus, too. Each child takes the name of an animal in the circus, and it will be a jollier game if long names are chosen, as hippopotamus, camelopard, kangaroo, or alligator. The players are then given numbered slips, from *one* to *ten* which are piled in front of them, but in no regular order. Each child then turns up one slip, placing it on the table so that the other children may see the number first. As soon as the numbers appearing on two slips are the same, the two players must shout out each other's names and the one who is able to remember the name first may give his slip to the other child. That child wins the game who is able first to give away all his slips.

These are all writing games, but there are

other quite as pleasant things which a child can do with pencil and paper.

A Dot Menagerie will be most exciting to make. Each child in the group seated about the nursery table draws five rather large pencil dots on a piece of paper, the dots being scattered far apart. The players then exchange their papers and try to so connect the dots by lines as to make a wild animal. Such funny results as there will be! One should really have a prize for the best dot animal.

A different way of playing this game is for each child to draw a circle, or a crooked, twisted line, or just four straight lines in different places on the paper, and then, after the papers are exchanged, each child tries to make some sort of picture on the paper which fell to his share.

Progressive Pictures is another funny pencil and paper game. The children will need larger sheets of paper for playing it. The first child suggests an object which all the others, including himself, must draw. Perhaps it is a tree, or a fence, or a barn. The next player then suggests an addition to the picture—a boy in the tree flying a balloon, or a rooster on the fence, or a squirrel or a rabbit on the wall. So the game goes on, each player suggesting a new object

which every one must put in his picture, and the fun is to see which paper proves big enough to hold all the objects.

Every nursery has a Noah's Ark, and the little wooden animals and people and trees may furnish some more helps to pencil and paper fun. A child may lay the animals and other figures on his sheet of paper, carefully drawing the outline with a sharp pencil. These outlines may be colored with crayons and then the pictures are cut out with the nursery scissors.

By the time all these fascinating little paper figures have been made and laid out in a long parade on the nursery table, it will be bed time. The pencil and paper fun is over, but it made the evening very short, did it not?





THANKSGIVING GAMES

GAMES for the Thanksgiving house party may be delightfully funny and as undignified as possible. The more ludicrous they are, the more charm they will have for the guests who celebrate this sweetest of all our holidays by playing children and growing young again. The games described will form a jolly program of entertainment for the evening which follows the Thanksgiving dinner.

Barnyard Blind Man's Buff starts the list of games and is warranted to break up any row of wall flowers. As in the old favorite game of Blind Man's Buff, the players form a large circle about one player who is blindfolded. The

circle moves about quickly, two or three times, and then stops, the blind man pointing a wand, or cane which he holds at one of the players who grasps it, and must immediately imitate the gobble of the Thanksgiving turkey, the crowing of chanticleer, the baying of the barnyard donkey, or any of the sounds of the barnyard folks he chooses. The blind man tries to recognize the person's identity by the sound of his voice, no easy task, because the player is at liberty to disguise his speaking tones in any way he likes. The blind man has three guesses, and if he is successful in giving the player's name, he takes his place in the circle and the player whose identity was discovered is the next blind man.

Shooting the Turkey follows as the next game on the program. A paper turkey, painted as gaily as possible with water colors, is fastened to a sheet of white paper, which is in turn fastened by thumb tacks to the wall. On the sheet, and around the turkey, black crayon lines indicate the target. The bows with which the guests are provided are made of curved willow twigs strung with elastic bands. Straight twigs having two or three hens' feathers tied to the end made the arrows. The guests stand at the end of the room opposite the target and shoot

in turn, a prize rewarding the archer who hits the turkey bulls eye the greatest number of times.

A Turkey Hunt comes next. A large number of tiny turkeys are cut from brown paper and hidden in all sorts of out of the way places in the room in which the game is being played. Each player is provided with a small basket tied with ribbons—the basket being dainty enough to form a party souvenir, and at a signal everybody begins hunting for turkeys, filling their baskets as quickly as possible. At the end of five minutes the hunt stops and a prize is awarded the player who can count the most turkeys in his basket.

The Thanksgiving guests will be ready to abandon these strenuous exercises soon, for a series of Progressive games arranged for them at a number of small card tables in another room. Four or six guests may be accomodated at each table, and at the end of each game they move on one table, the players at the table next them taking their places. The names of winners at each table are kept by an umpire who does not take part in the games, and a prize is awarded the person who wins the greatest number of games.

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At the first table, big red apples, cloves, tooth picks and fruit knives are found, and the players make faces on the apples within a certain time limit, the game being won by the player whose apple on the umpire's decision presents the most grotesque face. It is possible to cut the apple skin in curls for these quaint figures, to carve most realistic features with the fruit knives, and the Apple Contest will prove one of the most popular in the game series.

At the next table, Peanut Jackstraws is played. A pile of peanuts lies in the middle of the table, and the players are given tiny fish poles with which to pull them out. These poles can be easily made at home. A wood meat skewer, wound with very narrow orange ribbon forms the handle, and a length of orange twine the line, to the end of which is tied a hook made of a bent hairpin. The players try to fish out as many peanuts as possible without moving any except the one for which they are fishing. As soon as a player disturbs the pile of peanuts he loses his turn, and must wait until each of the other players has fished. The biggest pile of peanuts wins the game, and the players move on to the next table.

The next table is given up to a Nut Guessing

Contest. The players find slips of paper with the following lists of questions to which in fifteen minutes they must write the answers.

There can be no comparison of answers or helps of any kind, and the longest list of correct answers wins the game.

What nut grows at the seashore? Beechnut.

What nut encloses a city in China? Walnut.

What nut does a schoolmaster love? Hickory nut.

What nut did Captain Kid use? Chest-nut.

What nut colors eyes? Hazel nut.

And as many other queer nuts as the clever hostess can think of.

When the possibilities of the Progressive Game tables are exhausted, some freak feats will form a jolly end to the party. In one room a peanut maze has been prepared. A twisting, winding path outlined on either side by rows of peanuts, and only six inches wide is laid on the carpet. The guests start threading the maze in a long line. Any person who loses his balance or steps upon a peanut is disqualified at once, and at the end of five minutes the line will be a very short one. Another ludicrous peanut game calls for four chairs, two side by side and two opposite the length of the room from the first

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ones. In two of the chairs that stand side by side there are piles of peanuts, the same number in each pile. Two guests station themselves by these chairs and with spoons carry the peanuts, one at a time, to the opposite chairs. The player who finishes first wins a prize.





GAMES TO PLAY AT ANY PARTY

THERE are so many of them, it isn't easy to write about party games in one short story. Do you remember the last party to which you were invited?

You thought that you were going to have the jolliest sort of a time. All the nicest girls and the boys from your class in school were there—and then, what happened? Why, everybody just sat around the edges of the room. The boys all sat on one side, and the girls all sat on the other side, listening to the clock ticking, and wondering when it would be time for supper.

What was the trouble?

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Why, just this! Nobody could think of any good games to play.

Just read about these games, and don't forget how to play them when you are next invited to a party, start some of them and see what a splendid time you will have.

Suppose we begin with some new methods of playing Blind Man's Buff; that is always such a favorite game with every child.

Light a candle and hold it as high as a child's head. Place the player a few feet away from it, facing it, so that he is quite sure that he knows exactly where it is. Blindfold him, and turn him around three times. Then ask him to blow out the candle. The other children will have more fun than the blind man in this game, as he puffs out his cheeks and blows and blows, and can't blow out the candle.

Another still funnier blind man's game calls for two players. Their eyes are covered, and they are seated on the floor, an arm's length apart. Each player is then given a teaspoonful of sugar and the Blind tries to feed the Blind. You would best put a sheet down on the floor before this fun begins, and tie a towel around each blind man's neck, for it will be rather a

messy game, but a very jolly one for the children who are looking on.

Just two more variations of Blind Man's Buff!

One of them is called Apple Snapping. A large, rosy apple is suspended from a string in the center of the room, at the height of the blind man's head. He is then led to a spot in the room directly under the apple, and his hands are tied behind his back securely. He must try and bite the apple if he can.

The last of these games is known as Bag and Wand. A paper bag full of candy is hung in the center of the room. The child who is blindfolded is given a long stick, is whirled quickly about two or three times, and is then told to try and hit the bag of sweets. He may have three shots. If he fails each time, a second blind man is chosen. When some child is so successful as to hit the bag and break it, the sweets all scatter on the floor, and there is a merry romp as the party guests gather up the candies.

Now for some games in which a great many boys and girls can take part. You may play Caterpillar by having a circle of chairs, enough for all the players save one who stands in the center of the circle. At a given signal, the players all stand and move around the circle,

each child changing his seat for the one next to him. As the players move the child in the center tries to get a chair for himself. If he is successful, the child who is left without a chair must be the next caterpillar.

While the children are seated in a ring, they may play a quieter game, and go shopping. The child who starts the game says to his neighbor at the left:

“I have been very busy all day shopping.”

“What did you buy?” asks the child to whom he spoke.

The first child must then give the name of some article that he can touch without leaving his chair; boots, or ribbon, or watch chain, or necktie. Then the game goes on, and when the questions and answers have gone around the circle two or three times, you will see how difficult it will be to find the answers.

Playing **Advertising Pictures** is a lot of fun. All the players save one stand in a ring. The last child stands in the center of the ring, holding a sofa pillow. He counts ten slowly, throwing the pillow at a child who must catch it, and call out the name of some well-known advertising picture before *ten* is reached in the counting. The advertisements must not be repeated, so

the game is difficult as well as jolly. You may change this game by calling for the names of patent medicines, or flowers, or quotations with the name of the author, or modern inventions.

Now we will take a voyage to some foreign land and play Pirates. The players stand in a circle. One child starts the game by saying:

“My ship has come home from India.”

The next child answers:

“What has it brought?”

“Tea,” says the first child, pretending to drink a cup of tea.

All the children then copy the motion, as the second player says:

“My ship has come home from France.”

“What did it bring?” is the question.

“Snuff boxes,” is the answer, at which all the players must begin sneezing in addition to drinking tea.

A third ship may bring a piano, and a fourth may carry bicycles. All the motions suggested by the cargoes must be imitated by the players, with a forfeit to be paid by the child who doesn't keep them all going at once. You may readily see the romp which will follow.



HOUSE PARTY GAMES

BIRD'S Nest calls for a big room, and all the furniture set back against the wall. Two opposite corners are marked off by chairs at one end of the room, one being the birds' nest, and one the cage. A mother bird is chosen for the nest, and two bird catchers who stand midway between the cage and the nest. All the other children, taking the names of different birds, hide in the nest with the mother. At a given signal, the bird catchers call out the name of some bird and all the children bearing that name must run from their corner to the cage in the opposite corner, chased by the bird catchers. The mother bird runs, too, trying to protect the birds with her out-

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stretched arms. Any bird caught as it flies across the room must take its turn at being a bird catcher.

The Belled Cat is a new way of playing Blind Man's Buff. All the players save one tie their handkerchiefs over their eyes. The odd player, the cat, has a tiny bell suspended by a ribbon from his neck. The blindfolded players, who impersonate mice, try to catch the cat—reversing the old way of playing the game—and when any player is caught, he removes the bandage from his eyes and takes the place of the cat.

French Blind Man's Buff is a very jolly sort of game, and not well known in America. The players are seated in a circle of chairs, and are numbered from one up. The blind man stands in the center of the circle. He calls two numbers at random, and the players who have taken these numbers must change seats, the blind man trying to get a chair for himself as they move. The change of seats should be made as quietly as possible, and the players may elude the blind man in any way they like—by stooping, jumping, or crawling on the floor—but not leaving the circle. The game will soon become difficult for the blind man because he will not be able to locate the numbered players. As soon as he

succeeds in finding a chair, the player whose chair he has taken is the next blind man.

A very pretty game for a party is played with a tissue paper balloon. The players stand in a circle, but quite a distance apart. Should they number more than twelve it will be better to have two or three circles playing at the same time. Each player is provided with a ping pong bat wound with ribbons, or two wands measuring each about two feet, and also wound with ribbons. An odd player who stands in the center holds the tissue balloon. At a signal, he tosses it toward the circle, the players trying to catch it with their bats or wands, and keep it in the air by tossing it from one player to another without leaving their places. Their effort is to keep the player in the center from getting the ball again. If he does succeed, he takes his place in the circle, and the player who accidentally tossed the ball in his direction must stand in the middle and toss the ball.

A new peanut game is known as **Peanut Races**. All the players line up across the room, each with a peanut on the floor in front of him. In addition to his peanut, each player is provided with one toothpick. At the word, *Go*, each player tries to drive his peanut across the room

with the tooth pick, being careful to touch it with nothing else. The game is to see who will get his peanut across the room, touch the opposite wall, and shout "Goal," first. The peanut drivers have to get down on their knees so the game is a very funny, lively scramble.

Guessing Animals is a new game that is splendid for getting all the wall flowers at a party acquainted with all the other wall flowers. Previous to the party as many animal cards as there are to be party guests are prepared by cutting animal pictures from the backs of magazines or old toy picture books and mounting them to rather large square cards. Each card has a ribbon attached that it may be hung around a child's neck, face in, as soon as the party guests arrive. The guests are provided with pads and pencils and are requested to guess the animals, putting down the names on a slip of paper opposite the name of the guest. Any questions which will lead to a discovery of the animal's identity may be asked, but the child who is questioned does not reply verbally. He imitates by voice, motion, and gesture the animal whose name he bears, growling like a bear, jumping like a kangaroo, or howling like a tiger or lion. At the end of a certain time limit, the

lists are collected and the animal cards are turned over to disclose the player's identity. The longest, correct list wins a prize.

Quiet games are almost as much fun as these noisy ones, and here are some other pencil and paper games that will keep a group of children or grown folks entertained a long time.

The game of **Questions** is splendid for a house party. Each player is given two slips of paper, a pencil and a pad. On one slip he writes a question, an absurd one if possible, which makes the game funnier. On the other slip of paper he writes a noun that rhymes with the last word of the question. The questions are then collected and shuffled in one box, and the nouns in another, each player drawing in turn a question and an answer. The players must then write verses that answer the questions and contain the words drawn, no matter how foreign to the subject the word is. There is a five or ten-minute time limit and the results will be very ludicrous in most instances. A possible question—"When is a girl an old maid?" and the noun drawn with it—"Hair"—resulted in the following verse:

"A girl is a girl all the days she can wear
A smile in her eyes and a bow in her hair."

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Another rhyme that resulted from the question, "Why does a duck swim?" the noun "Coat" pleased some children immensely. The dignified college professor who was playing the game with them wrote this;

 'When asked why he swam,
 Said the duck, 'should I float
 I'd surely get wet,
 For I have no gum coat.'"

Playing Cat is another pencil and paper game.

A list of questions similar to the following is written on a large sheet of paper, headed by a big cat's head, and pinned to the wall where it can be easily seen by all the guests. Provided with pencil and paper they try to answer the questions:

What cat lives in the pantry? Catsup.

What cat lives in the water? Cataract.

What cat sails a boat? Catamaran.

What cat belongs to the army? Catapult.

What cat goes to church? Catechism.

And there are many more of these strange cats in the dictionary.



PENNY GAMES

THE Penny Hunt is a little folks' game that will delight a group of children who are having a birthday party on Saturday afternoon. A quantity of bright pennies are provided, as many as there are children playing the game, and they are hidden in nooks and corners of the nursery; under books, beneath the edges of the rugs, behind toys, and in any inconspicuous places where they will not be too difficult to find. The children are seated and each one in turn tries to find a penny. If there is a piano in the room loud and soft music is played to direct the child's search; loud when he is near a penny, and soft in tone when he is far

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away. As soon as the child finds a penny, it is his to keep, and he seats himself again, giving some other child a chance to hunt, the last few players will have a more difficult time than the others to find their pennies, which will add to the interest of the game. If no piano is available, mother, or the big brother or sister who directs the games may call out "hot," and "cold" as the children are near or far away from the penny hiding places.

Penny Races. As soon as each child has found a penny the bright coins may be utilized in another penny game. A long, low table, preferably a polished library table, is cleared of books and cover, ready for a series of most exciting penny races. At each end of the table stakes are laid out. These stakes may be arranged by means of two desk spindles standing at each end of the table and having rainbow colored baby ribbons stretched between and tied. Another method of arranging goals is to wind two meat skewers with ribbons and glue them to standards of cardboard so that they will stand on the table like parlor croquet stakes. Then the races begin. Two children, each provided with a bright penny and a tooth pick, stand at the head of the table

and try to bowl their coins, driving them with the tooth picks after the manner of a hoop to the opposite end of the table or goal. Should a penny roll off the table the player must start it over again. The penny that reaches the stake or goal and makes the return trip the length of the table to the starting point first, wins. The children race their pennies in turn until all have had a chance to play, and then begin over again. The child who is the most successful penny bowler is given a dainty bead or leather coin purse as a prize.

Penny People will amuse a party of children who are tired of active games and feel like sitting still and being entertained in a new way. The only necessary materials for this game are soft pencils, sheets of white drawing paper, and a penny for each child.

The game consists in laying a penny on a sheet of the drawing paper, drawing the coin outline with a pencil, and then filling in the outline until it is a solid black circle. A number of these penny circles are then combined to form silhouette figures of interest to children, and the fun of the game consists in seeing which child will make the most unique penny picture, using the fewest penny circles in its construction.

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Penny brownies are very realistic and very easy to make. One circle forms the head, two more the body, two each the legs and two the arms. The addition of a pointed cap makes the brownies quite true to life. Most ferocious wild animals can be made by clever combinations of penny circles for the circles may overlap if necessary; and this new kind of penny fun will fill an hour with engrossing occupation.

Penny Questions is a game that will prove a boon for older children or an evening of adult entertainment, even. Each player is given a bright penny of design previous to 1909, a pad of paper, and a pencil. On a large sheet of wrapping paper which is pinned to the wall at one end of the room in plain sight of the players are the following questions:

Find on your penny

Our first family (Indian).

Indian corn—(Ear).

A flower (Tulip).

The boast of the free—(Liberty).

A piece of armor—(Shield).

A song—(America).

A fruit—(Date).

A mark of honor—(Wreath).

A weapon—(Arrow).

An odor—(S-cent).

A barrier—(Bar).

The peacock's pride—(Feather.)

The condition of marriage—(United States).

Part of a tree—(Leaf).

The sign of our flag—(Stripes).

The spaces for the answers to the questions are left blank, and the game is won by the player who is able to write down the most correct answers, checking his list by the list of answers which is read by the umpire of the game. The list of questions given is only suggestive. Twice as many objects to be described may be found on a cent.

The Walking Penny will form part of an evening's magic fun, and will prove an amazing, and unexplainable trick to children although it is very easy of accomplishment. An older boy stands at one end of the room a little distance from his audience. To the lower button of his coat a black thread is tied. At the other end of the thread there is a pellet of wax that is stuck to another button of his coat. The thread and wax will not show at all if the boy's coat is black. Some one in the party audience is asked for a penny which the performer secretly attaches to the wax. He next drops

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the coin into a tumbler which he holds in his left hand. Shaking the tumbler, and at the same time extending his arm, he causes the penny to apparently crawl of its own volition higher and still higher in the glass until he is able to grasp it in the fingers of his right hand which are outstretched for it. Quietly removing the wax so that no one sees the process, the boy magician restores the walking penny to its owner. In performing this trick it will be necessary to shake the glass continually to cover the method of procedure.

The Vanishing Penny. After an evening or afternoon's entertainment which has had the penny as a *piece de resistance* it will be a lot of fun if the wonderful little cent may be made to disappear in some sort of magic way. The simplest trick for an amateur to perform and one which will always mystify children is this. A penny is placed in the extended left palm where it may be plainly seen. The open hand is then raised until almost level with the breast, *above* the eye level of the audience. The fingers of the right hand apparently pick up the cent but they really only touch it and leave it where it was originally, in the left palm. The right hand, closed, moves away, as

if it held the coin, and is shortly opened to be shown empty. In the meantime the penny has been slipped from the left palm into the front of the performer's waistcoat. It has completely vanished, and the penny games are over.





CHRISTMAS HOME GAMES

SANTA Claus Guessing Game is one which very little children will take delight in playing when the Christmas tree fun is over and they sit about the nursery fire waiting for bed time. One child is chosen to impersonate Santa Claus, and it will add to the fun if he is able to "dress up" like the good old Saint. A second child is blindfolded. Santa Claus leaves the room and returns with a bag of toys, or other small articles slung over his back. These gifts should be as nearly alike as possible in size, texture, and form, so that it will be difficult to discriminate between them. The child who is blindfolded holds up an empty stocking and into the toe of the stocking Santa

Claus drops one of the gifts from his bag. The blindfolded child is not allowed to put his hand in the stocking, but he must feel the outside, and try to guess what the object is by his sense of touch. This is a more difficult feat than one would imagine, especially if toy animals are used, or dolls of china, wax, rag or bisque and the child has to tell the kind of animal or the material of which the doll is made. If he guesses successfully, he may take his turn at playing Santa Claus. Each child should be given an opportunity to guess and if there is time enough to allow each one, two or three chances, a simple prize will delight the child who guessed successfully the greatest number of times. Different fruits, or the nuts which remain from the Christmas dinner may be used for this game. Instead of being put in the blindfolded child's stocking, he holds his hands out and Santa Claus drops in them the almond, or the apple, or the orange, whose name he is to guess.

The Christmas Bargain Counter is another fireside game for Christmas night that will amuse and at the same time instruct the nursery children. The bargain counter may be the nursery table set in front of the fire, or the hearth. On the counter are laid as many as one

likes of the toys which the children received from tree and Christmas stockings. One child is chosen to take charge of this play toy shop, and a second child leaves the room after looking carefully first at all the toys on the counter to determine their names. While this child is out of the room, a third child selects one of the toys and hides it. When the second child returns, he must try, at one guess, to say which toy the toy man sold during his absence. If he guesses successfully, he may be the next toy man. To make the game more difficult, two or more toys may be hidden. Another, and slightly more difficult way of playing the bargain counter game is to have the toy man change the positions of the toys while the child is out of the room. When the child comes back, he must re-arrange them, if he can, in exactly the same positions that they had when he left the room. The articles on the bargain counter may be scraps of color, instead of toys. Red, orange, yellow, green, blue, and violet ribbons, balls, or Christmas tree candles may be laid out in the order of the rainbow colors. While one child is either blindfolded or out of the room the child in charge of the colors removes one from sight, or alters the color order, and the other child must guess

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the hidden color, or restore the rainbow color order on his return.

Reindeer will furnish a lot of fun for a nursery party in the firelight of Christmas Eve or Christmas night. One way of playing it is to choose a child to impersonate Blixen, Santa Claus' favorite reindeer. This child is given a string of tiny sleigh bells. A blind man is chosen and the other children playing the game form a large circle enclosing the blindfolded child and the "Reindeer." The game is played in similar fashion to the old game of Blind Man's Buff, save that the child who carries the sleigh bells goes softly up to the blindfolded child ringing them very gently and then running away. The child who is blindfolded must try and catch the "reindeer" by following the sound of the bells. Another form of Christmas Blind Man's Buff may suggest the approach of Kris Kringle on Christmas Eve. One child, chosen for the Saint, is blindfolded. A second child is chosen for *starter*. At the *starter's* words, "Kris Kringle is coming!" the children, as noiselessly as possible, take varied positions in the room. Some stand up on chairs, others crouch by the side of the fire, and a few stand in the center of the room or in the corners. The blindfolded

child must move without guide until he reaches a child and tags him. The children may change positions, but with as little confusion as possible, for the slightest sound will give the blindfolded child a clue as to the direction he is to take. The *starter* must keep the blindfolded child from hurting himself or going too near the fire.

Pencil and Pad Games will form a pleasant pastime as the children sit in front of the Christmas fire. The children are all provided with freshly sharpened pencils and fresh paper pads. A basket of evergreen sprays or any variety of Christmas greens is used for the first writing game. There may be sprigs of holly and mistletoe, ivy, fir, spruce, hemlock, the many kinds of pine, including ground pine, and arbor vitae, all of which are to be found somewhere and somehow at Christmas time. Each child selects one spray of green from the basket, writes down the name as he guesses it, and passes it to his neighbor by the fire. This is continued until the supply of greens is exhausted and the basket is empty. The children during the game, should not ask each other the names of the greens. At the end, the slips are collected and mother decides which child has won the prize by handing in the nearest correct list of tree and shrub

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names. Another Pencil and Pad game is that of the Christmas cakes. A number of sheets of paper are prepared before the game begins, with the following question written on. The italics indicate the answers which are left blank on the papers and are filled in by the children.

What kind of Christmas Cake would be made by a—

Farmer—*Hoe cake.*

A Diver—*Sponge Cake.*

A little, curly-haired girl—*Ribbon Cake.*

A Huckster—*Fruit Cake.*

Little Jack Horner—*Plum Cake.*

A Miner—*Gold Cake.*

A Drummer—*Pound Cake.*

The Man in the Moon—*Cheese Cake.*

Old Mother Hubbard—*Poverty Cake.*

There are many other Christmas cakes which may be added and the paper with the longest list of correct answers wins a prize. The game may be varied by using the names of candy instead of cake, as follows:

What kind of Christmas candy would be bought by a—

Schoolmaster—*Stick Candy.*

Shoemaker—*Shoe Strings* (licorice.)

Baby—*Kisses.*

Dentist—*Gum Drops.*

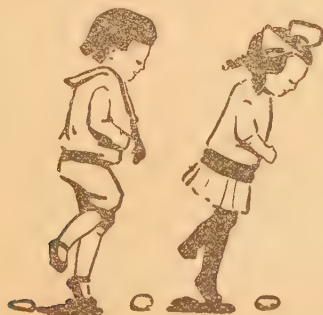
Flatterer—*Taffy.*

Milkman—*Cream Candy.*

Miller—*Barley Sugar.*

Dairy Maid—*Butter Scotch.*

Toy Fishing is an English game and will furnish a lot of fun for the children's party on Christmas night. Some inexpensive toys, which may be jokes if one wishes, half the number suited to the boys and half to the girls are wrapped in brown tissue paper and buried in two big pans or tubs of bran. The toys used for this game should be very small and completely covered by the bran. The tubs are placed on low stands, and the floor beneath should be covered with a dust cloth for the bran is apt to spill and spot the carpet. Each guest is allowed to fish for a toy, with one hand and for just one minute. The very last fisherman will have to work pretty hard to find a fish in the required time.





CHRISTMAS PARTY GAMES

GAMES for a child's Christmas party should be just the jolliest and most rollicking sort one can possibly find. One that will make everybody laugh in spite of themselves is the **Game of the Christmas Candle**. To play this game after the fashion of the little English children of Queen Elizabeth's time, quite a long, fat wax candle should be provided trimmed with bright scarlet streamers which hang below the candle, and wound with ground pine half its length. One child is chosen to hold the lighted candle, and another who must try to blow it out. The "blower" is placed a few feet away from the candle which is held at the height of his head,

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and facing it. He is then blindfolded, turned around three times, and told to take as many steps as he was required to before, and in the direction he thinks the candle to be. Then he blows, trying to put out the candle's flame. Perhaps the child walked straight away from the candle. Anyway, his attempts will be very funny indeed as he puffs out his cheeks and blows in the wrong direction, and they will cause much merriment among the other children. Another way of playing this candle game is to use one of the tiny unburnable Christmas trees which are to be found in the favor shops. Very small colored candles are fastened to and lighted on this tree, and one child holds it while a second blindfolded child tries to see how many candle flames he can blow out at one attempt. A row of the ordinary Christmas tree candles may be fastened with pins to a holly wreath so that they stand upright as the wreath is held flat above a child's head. As in the case of the tiny Christmas tree, the blindfolded child tries to blow out the flames of as many candles as possible. A prize for the most successful blower will add to the fun of these candle games.

Another "blind" game that will delight children and grown folks, too, at a Christmas party,

is that of the **Christmas Bag**. A paper bag is used for the game, rather a large one, but one that is made of light-weight paper so that it will break easily. The game is to form one of the main features of the party, as it may very easily. It will be best to make the bag, specially, of bright red tissue paper, doubled and fastened with glue at the sides. Red crepe paper may be used, too, and the edges of the bag sewed with red thread. When this gay Christmas bag is finished, it is filled with bon bons wrapped in fringed tissue paper or French snappers which hold caps and mottoes, or even some carefully wrapped toys; and it is suspended from the chandelier by red or green ribbons which are run in the top. A wand, which may be an end of a broom stick, wound with ribbons, and having ribbon streamers, is provided and given to one of the children. As in the candle game, he is allowed to stand three or four paces from the bag. He is then blindfolded, turned around a few times, and told to walk back to the bag and hit it with the wand. He may have one, two, three, or four shots at the bag—as the children decide at the beginning of the game. If he misses, another child is given the wand, is blindfolded, and allowed to have a chance. Then some

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child is successful and hits the bag, breaking it, the contents scatter delightfully on the floor, and there is a wild, jolly scramble to see who will be able to pick up the most sweets, or toys, as the case may be. This game forms a pleasant ending to a child's party, and a unique way of distributing the party favors.

Toy Tag may be played at a child's party. The room which is the largest one in the house is cleared of furniture and the guests divide themselves into four groups, standing in the four corners of the room, with one child in the center who is *It*. Each group has a leader who assigns to each child in his group, the name of some fascinating Christmas toy—one corner may contain an airship, a doll, a train of cars, and a lion; another, a go-cart, a billikin, a drum and a Teddy Bear, and so on—but in whispers that the child who is *It* may not know where to locate any special toy. Suddenly the child who is *It* calls at random the name of some pretty toy, being pretty sure to hit upon the name of one of the children. As he speaks the child who bears the name of the toy must run across the room and find another corner, Puss-in-the-Corner fashion. There will be duplicate toys very likely in the different

corners, which will necessitate several children running at the same time. The child who is *It* must tag some one of the children as they cross the room, which is a more difficult feat than one would suppose, because he doesn't know who the toys are, or from which corner they will run. A child may escape tagging by imitating the toy which he is supposed to be. A Billikin in danger of being caught, may sit suddenly down on the floor, hugging his knees up to his chin and smiling broadly. A lion may roar, and a doll may grow stiff and walk with short, wooden steps. The efforts of the toys to escape tagging will furnish a lot of fun. The child who is tagged takes the place of the child in the center.

Christmas Snow Balls is played a little after the manner of the old, and favorite, Potato Races. The snow balls are little toys, or jokes, or favors as one wishes, wound in strips of cotton batting quite carefully that the ball may be perfectly round, and then wrapped last of all in white tissue paper, glued on. On the outside of the snow ball there is a thin coating of mucilage with frost powder sifted on, which makes the ball look as if it were really made of snow. There should be as many snow balls as there are

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guests at the party. Two baskets—just ordinary market baskets will do if the handles are wound with ribbon and tied with a big red bow at the top—are provided to hold the snow balls, and are placed in two chairs at one end of the room. The snow balls are then dropped on the carpet in a long line stretching from the baskets to the end of the room—an equal number in each line, and equidistant from each other. A child stands by each chair, and at a given signal they run for the farthest snow balls, bringing them back and dropping them in the baskets. All the snow balls are collected in this way and the child who first fills his basket wins the game. No snow ball must be broken. If one is, it counts as a foul in the game. The children may be divided for this game into two teams and the side which has the most successful players after all have had a chance to play counts as the winning team. At the end of the game the snow balls are distributed and the children open them, discovering the treasures wrapped up inside.

The Christmas Ship is the very funniest game of all. The children sit in a circle to play it. One child who starts the game says to his neighbor:

“My Christmas ship has come in.”

"What did it bring you?" asks the next child.

"A Jumping Jack," says the first child, perhaps, beginning at once to imitate the hopping motions of a toy Jumping Jack.

The child to whom he spoke must also play at being a Jumping Jack, saying at the same time to *his* neighbor:

"My Christmas Ship has come in,"

"What did it bring you?" repeats his neighbor.

"A lion," says the Jumping Jack, trying to continue his hopping and to roar at the same time. The third child must roar, too, as he gives the child next him the ship information and shows him what toy he must imitate. By the time a few human jumping jacks are in motion, some lions roaring, two or three trains are steaming around the room, and some little girl dolls are trying to say mama and papa, the game will end in just one grand frolic.





HALLOWE'EN GAMES

TURN the lights low; pile more logs on the open fire, and then play some of these games on Hallowe'en. They will make one quite sure that there are fairies, and gnomes, and elves, and all the rest of the delightful little folk that live, usually, only between the covers of the picture books.

A Brownie Game. From a book that has pictures of brownies, trace ever so many of the quaint little men on brown paper and then cut them out, neatly, marking their round eyes, noses, smiling mouths, and buttons with a carpenter's pencil. Set down a number on the back of each brownie, ten for the Policeman, five each for the Chinaman and the Dandy, one for

just a plain brownie, and so on until each little man has a number. Then hide the brownies in out-of-the-way corners of the room, behind the curtains, inside books, peeping out from the backs of pictures and beneath the rugs. The children who are going to play the game must stay out of the room while the brownies are being hidden, but, at a given signal, they return and begin a merry hunt for the brownies to see who can find the greatest number in fifteen minutes. After the brownies have been collected, each child counts up the numbers on the back of his brownies to see who has the highest score. This child wins the game. A gingerbread man will prove a nice prize for the winner.

The Game of Tinker Bell. She was the strange little fairy, you know, in the story of Peter Pan, whom one never saw, but only heard, because her voice was a tiny, tinkling bell. To play this fairy game, all the children, except two, join hands and make a ring in the center of the room. If it is a party, it will be much more fun to have these two children dressed in costume, one with wings upon her shoulders like a fairy and the other in a Peter Pan cap. Peter and the fairy stand in the center of the circle, the fairy wearing a tiny bell hung from her

wrist by a ribbon, and which she rings from time to time. Peter's eyes are blindfolded, and he tries to catch the fairy by following the sound of the bell. As he almost reaches Tinker Bell, she moves softly away, and the children move also, but very softly too, on their tiptoes. If Peter does succeed in catching the fairy he gives his cap to some other child to wear, who is, in his turn, blindfolded and tries to catch Tinker Bell.

The Fairy Gifts. Every one knows that Hallowe'en is the night when the fairies give good gifts to little children. One may choose one's own gifts when playing this game.

Draw or paint a big yellow crescent moon on a white sheet and all about it draw many little yellow stars. Upon the moon, and in the center of each star, paste little white papers, with the name of a good gift written plainly on it. These gifts may be anything that a child would like very much; a set of dolls' dishes, a drum, a party, happiness, a new book, a sunshiny day, all these and many more gifts are written down. Each child is blindfolded, turned about two or three times, and then told to walk up to the sheet and pick out a gift. Perhaps he will not be able to touch any gift at all. Perhaps a boy will select a doll for his gift and a girl a

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drum—that is the fun of the game, but before the time is up some delightful gifts will have been touched which the children can write down on slips of paper and count up, afterward, to see who is to be the happiest and the richest during the year.

Secrets. This is a mystery game that will furnish ever so much fun as the children sit around the open fire on Hallowe'en. One child leaves the room while the others decide upon some object or character connected with the eve. Then the child returns and says to each of the others in turn:

“What is your secret like?”

Perhaps a *Jack-o-Lantern* was chosen, and the answers are:

“It is round.”

“It has large eyes.”

“It grows in the garden.”

“It is orange,” and then the child is able to guess what it is.

If an *elf* was decided upon, the answers may be like these:

“It is tiny.”

“It lives in story books.”

“It is fond of playing tricks.”

“It wears pointed shoes,” and after awhile the child finds out.

The Witch. To play this game, one child is chosen to play the part of the witch and she may wear a red cloak, a pointed cardboard hat, and have a toy black cat sitting upon her shoulder. In one hand she carries a little broom and she is blindfolded. The other children form a circle around the witch and dance about her, chanting:

“Oh Hallowe'en,
We all believe,
A witch rides over the trees,
On a broomstick steed,
She's a sight indeed,
And she catches each child
she sees.”

At the end of the jingle, the children stand still and the witch points her broom at one child, who must catch hold of it.

“Who are you?” asks the witch.

In reply the child who holds the broom disguises his voice and *crows* like a rooster, *gobbles* like a turkey, *peeps* like a chick, or makes any other animal or bird sound. If the witch is able to recognize the child's voice and tell his name the child has to pay some funny forfeit.



WIND GAMES AND HOW TO PLAY THEM

THE wind is a splendid playfellow; not the blustering, tiresome old chap one thinks he is, only good for spoiling games and tossing about caps and getting in the way generally. Don't misjudge the wind in this way. He really is a very pleasant sort of game comrade if he does play rather gustily. Just start one or two of these fine wind games and see how jolly they are.

Weather Man will test one's wits because one will have to pay a forfeit for forgetting, which are the points of the compass. Choose one child who is to play the part of weather man. All the other children stand in lines facing the

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weather man and listen very carefully to the directions which he gives. If he says:

"The Wind blows east," all the children playing the game must whirl around toward the east. If he says:

"The Wind blows west," all the children turn toward the west. If he is a very clever weather man he will call out his directions very quickly so as to confuse the players and he will make the game more difficult by occasionally calling:

"Northwest!"

"Southwest!"

"Northeast!"

"Southeast!"

When the weather man calls out:

"Whirl wind!" or

"Cyclone!"

all the players must turn around three times.

It is very amusing to play this game in a large field or in a broad street where the children are scattered and it is not easy for them to watch each other. If any child makes a mistake and turns in the wrong direction or doesn't whirl about when the weather man says "cyclone" he must *say* the alphabet backwards, or play some other as funny forfeit.

The Stream is a splendid running and jump-

ing game for out of doors fun. The banks of the stream are marked out by chalk lines on the sidewalk or by means of rows of pebbles in the road. Pebbles are really the better boundary lines for they may be moved to increase the width of the stream. The players, all except one, who is the starter, stand in a long line a distance of a few rods away from one of the boundary lines which mark the banks of the stream. They are to play the part of a fleet of sailing ships, blown by the wind across the stream and the game is to see how many children are able to jump from one boundary line to the other on the starter's signal. If a child lands within the limits of the boundary, he must drop out of the game. As the game goes on, the boundary lines of the stream are widened and the children try to accomplish the wider jump. The child who is able to jump across the stream the greatest number of times without landing within its imaginary waters, wins the game.

Wind Races are also ever so jolly for an afternoon of spring fun. The players are divided into four groups, stationed in the four corners of a field, yard or garden. Each corner is known by its relation to the points of the compass; north, west, south and east. One odd player

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stands in the center of the playground and acts as *It*. The north, west, south and east players cross the field all the time, changing places with each other and as they cross the odd player in the center tries to tag them. As soon as a player is tagged he must go back to his original corner and discontinue running. The last player who crosses the playground without being tagged wins the game.

The Wind in the Garden is a game that a group of little girls will love to play. The children playing this game divide themselves into two equal groups—one group representing a garden full of flowers and the other group playing the part of the wind. The two groups stand, facing each other, on opposite sides of the playground and there are home lines for each group outlined with pebbles or tiny twigs rather a wide distance apart. The children who occupy the garden side of the playground decide among themselves which spring flowers, dandelions, violets, cowslips, daffodils, tulips, or any preferred blossom they will represent. As soon as they have decided this, in whispers of course, that the wind may not hear them, they advance toward the home line of the opposite group of players. These children try to guess what

flowers they represent and as soon as they guess correctly, the wind children give chase to the flowers, trying to tag as many as possible. The children who are caught must return home with the wind children who take the part of flowers in the next race—the flowers playing *wind*. After a certain number of races, the number to be decided before the game begins, that group which has succeeded in keeping the greatest number of players, both its own and those which it has captured from the opposite side, wins the game.

The Wind and the Cuckoo's Nest is the best sort of an out-of-door game for boys. There is one player selected by the others for leader while another player bends down as one does in playing leap frog, his head against the leader. This is the cuckoo. The other players stand in a circle about this cuckoo, their fingers on his back. Then the leader "counts out" these players, touching each finger as he repeats:

"The wind blows east, the wind blows west,
The wind blows under the cuckoo's nest.
Where shall this, or *this* one go?
Shall he go east or shall he go west?
Or shall he go under the Cuckoo's nest?"

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The child whose finger is touched as the leader speaks the last word in the rhyme must go anywhere that the cuckoo tells him to. The cuckoo suddenly stands erect and directs this player to climb a tree, scale a wall, crawl under a fence, hop so many steps on one foot or do something equally as difficult and funny. All the other players follow in the trail of this child to see that he follows out exactly the instructions which the cuckoo gave him. As soon as he has accomplished his feat the leader calls:

“Come, come under the cuckoo’s nest!”

This is the signal for all the players to run home in an attempt to see which of them all will reach the cuckoo first. The last child in is cuckoo for the next game.

The Wind’s Travels will sharpen one’s wits. All the little folks but one playing this game stand in a row. The odd player stands at a distance from and facing them, holding a bean bag. He tosses the bean bag to any child whom he chooses, naming as he throws it one point of the compass; north, south, east or west, and the child to whom he throws must repeat quickly a northern, southern, eastern or western city, country, or province. If he fails to think of one before catching the bean bag, he must drop out

of the line. The game may be varied by having the children name food products, birds, or animals that are peculiar to the northern, southern, eastern and western sections of the world and this makes more fun perhaps than to ask for names of places. And the children may stand in a circle about the child who throws the bean bag if they wish, but the circle should be quite a wide one. The player who is able to stay in the throwing line longest wins the game.





A NEW YEAR'S PARTY

WATCHING for the New Year may be an excuse for a most delightful home party. A series of New Year games, easily arranged and full of charming surprises will make the long evening from eight to twelve all too short for a group of little folks.

The invitations to the party are written in red ink on white cards which have tiny calendars tied with bows of scarlet ribbon in an upper corner. As soon as the small guests assemble this program of games is carried out.

The Game of Good Resolves. Seated at a table the children are given sheets of paper and pencils, and each child is asked to write on his paper his pet resolution for the coming year.

These resolves for the turning over of new leaves may be sober or funny, unique or commonplace, but each one is almost sure to be typical of the child who wrote it. At the end of ten minutes the papers which have been numbered and signed by the children are collected and read by the grown-up who is conducting the game. On a second sheet of paper each child writes down the number of the resolution and beside it the name of the child whom he surmises wrote it. The child who guesses the greatest number of names correctly is given as a prize one of the lovely child calendars to be found in the art stores now.

Hunting Horns will give the children who have been sitting still during the previous game a chance to stretch their tired legs and romp a bit. As many penny tin horns as there are children at the party have been provided, and hidden in nooks all over the house. To each horn the end of a ball of red twine is tied and the cord is wound in and out of rooms, stairways, under tables, chairs, about the pillars in the hall, and in every conceivable place in the house, cobweb fashion, until it ends in the living room. Each child is given one of these balls of cord with instructions to wind it and follow its cobweb

lengths until he finds the horn at the end. As soon as a horn is reached, the child blows a loud blast and returns to the living room. The horns are provided with ribbon streamers by means of which the children hang them about their necks ready to blow in unison when the witching hour of twelve arrives.

The *Once Upon a Time Diary* is the next New Year's game on the party program. Rather long strips of paper have been prepared at the top of which is written:

"Once upon a time there was a little boy who kept a diary and this is what he wrote in it."

The children are each given a paper. At a signal they fold over the upper edge of the paper and write the word *Monday*, following it with a sentence telling what the little boy did and wrote down in his diary the first day of the week. As soon as this is accomplished, the papers are again folded, concealing *Monday's* diary; they are exchanged, and the children write *Tuesday's* diary. This method of diary writing is continued until each day of the week has been accounted for, when the papers are collected, unfolded, read, and the little folks go into gales of merriment over the funny results. A group of children who play the *Diary* game may pro-

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duce as humorous a make-believe diary as the following:

Once upon a time there was a little boy who kept a diary, and this is what he wrote in it:

"Monday, I fell downstairs and broke my leg.

"Tuesday, I got a position in the circus riding bareback.

"Wednesday, I earned ten cents picking up apples for grandfather.

"Thursday, I went to Africa to shoot lions.

"Friday, I got kept in at school because I was late.

"Saturday, I caught the measles.

"Sunday, I got a penny from mother for keeping awake through the sermon in church."

The Months of the Year is an active ball game for the New Year's party. The children playing the game stand in a large circle, each taking the name of one of the months. Eleanor is April; Dudley, October; Elizabeth, June; and so on until each child is named. One child who holds a big rubber ball stands in the center of the circle. Quickly calling the name of a month, she bounces the ball at random in the direction of the children. The child whose name was called must run forward and catch the ball. If the child fails he is obliged to leave the

game, which is won by the child who stays in the circle longest. Should there be more than twelve children playing the game, the others may take as names the days of the week: Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday.

Making the Year's Gifts will delight the party youngsters for another half hour and will also help them to realize the treasures which the New Year is going to bring them. In the center of a long table a quantity of materials for quick construction work are placed: colored pencils, sheets of drawing paper, scissors, colored tissue paper, paste, old illustrated magazines, and bits of ribbon and lace. A month of the year is assigned to each child, and within a prescribed time limit, the children make objects typical of the month which they are to illustrate. This game calls for quick wits and much ingenuity on the part of the children, and the results of their efforts may be realistic, funny and clever. The child to whom the month of January was assigned may cut out a number of snow crystals from white paper, and mount them on a darker bit of cardboard. A baby picture cut from a magazine and mounted will also illustrate the little New Year. February's child makes a lace

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valentine, or draws an American flag, or cuts out a toy soldier from paper, coloring his uniform with a red or blue pencil. March is illustrated by a tiny paper kite cut from colored paper, or a folded paper windmill. April's child folds a doll's umbrella. May is illustrated by a picture of crocuses or violets drawn with the colored pencils. June's child makes a red tissue paper rose. July suggests a patriotic illustration, and perhaps an inventive child will be able to make a bunch of play fire crackers by rolling squares of red paper around a pencil, pasting them in place and adding a fuse made of white tissue paper. Every other month has illustrating possibilities. Fruits and vegetables may be cut in silhouette and mounted on a white card for October. December suggests a dozen different pictures: stockings, a red chimney, or a toy drum made of a scrap of red card board. The most successful object made by a child to represent one of the year's gifts should win a simple prize.

Tableaux of the months can be easily arranged, and will fill the end of the evening up to twelve o'clock.

One end of the living room should have a dark curtain hung against the wall for a background,

and some portieres are arranged for a temporary curtain in front so that they will pull open and shut by means of a cord. This forms a miniature stage for the child Months who appear, one at a time, as the curtains are drawn back by a boy dressed in a flowing gray robe and white cotton beard to represent Father Time.

January is a little girl wearing a white dress to the edge of which cotton batting is sewed to represent snow. On her head she wears a wreath of pine, and she carries in her arms a huge snow ball made of crepe paper stuffed with cotton and having frost powder spread over the outside. As the curtains are drawn, disclosing January, she tosses her snow ball into the audience of guests and it bursts, covering the children with a shower of bonbons.

February is a small boy in a soldier suit, who tosses tiny flags to the children.

March is a tall, slight child wearing a long, gray gown and a gray scarf about her neck. To the hem of her gown is sewed a border of paper crocuses, white and yellow and purple.

April's tableau is a very little boy and girl, the boy in rain coat and boots, and the little girl in a low necked gown of yellow. The children hold an umbrella over their heads and kiss each other under its shelter.

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May wears a flowered muslin gown and a flower wreath and carries a basket of paper flowers on her arm which she throws to the children.

June is covered with festoons of pink paper roses, some of which trim her big picture hat.

July is dressed in white with red, white, and blue ribbons. She carries an armful of fire cracker candy boxes which she scatters among the audience.

August is a boy in an outing suit with a bundle of out of door playthings, bats, balls, an oar, a butterfly net, and a tennis racquet.

September is a little girl in a gingham apron and sunbonnet carrying a lunch box and a bundle of books under her arm.

October's long red robe is covered with paper autumn leaves pinned on in lavish splendor.

November is a boy dressed to represent a Jack-O-Lantern. He wears an orange cambric suit and a mask covered with orange crepe paper upon which eyes, nose, and mouth are outlined in black crayon and covers his face. His favors are cardboard models of fruits and vegetables filled with sweets which he tosses to the audience.

December dressed to represent Santa Claus,

and carrying a tiny fir tree appears last and disappears just as the clock strikes twelve. A very tiny child in white is then seen typifying the New Year, and the tableaux and party end in a burst of noise from the children's toy horns blown with all the energy the children possess to welcome the real New Year.





STORY PARTIES



HEY are simple home parties for children, easily planned and having wonderful charm for the little folks, because each has for its key note one of the favorite fairy tales of childhood.

When Little Black Sambo Went to a Party. Every child has heard and loved the story of little Black Sambo whose father's name was Black Jumbo and his mother's, Black Mumbo. His mother made him a beautiful red coat and a pair of beautiful little blue trousers and his father bought him a beautiful green umbrella and a pair of purple shoes with crimson soles and crimson linings. Then little Black Sambo went out to the jungle where he had wonderful

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adventures with tigers, and afterwards he ate many, many pancakes baked for him by Black Mumbo.

The party may be held in the garden where the trees and shrubs simulate the jungle of the story. It will be very jolly indeed if the small party host be dressed, as was little Black Sambo in a red coat, blue breeches, purple shoes and with a black cambric mask to cover his face and make him look like a little African boy.

As soon as the guests arrive, mother, or some grown person tells them the story of little Black Sambo. At the end of the story some jungle games are started.

A Tiger Chase is played like Puss in the Corner. The children group themselves in the four corners of the garden with little Black Sambo in the center of the lawn. They try to change corners without being tagged by Sambo, and they growl all the time, which adds to the fun of the game. Any tiger who is tagged takes the place of little Black Sambo and tries to catch other tigers.

A second Tiger Game will amuse the children.

A large ring is formed, with one child in the center who asks of any child whom he chooses in the circle:

“Have you seen my tiger?”

“Yes,” replies the child.

“How did it look?” asks the first child, at which the second child describes, without looking at him some child in the ring, saying:

“He has on a blue sailor suit,” or

“She wears a red hair ribbon,” or

“He has on a green necktie.”

The tiger described then runs about the garden, in and out among the trees and shrubbery, chased by the child in the center, and is not safe until it finds its own place again in the circle. If a tiger is caught, it must stand in the middle of the ring and do the questioning and chasing.

The *Table Decorations* for little Black Sambo's party may also illustrate the story.

In the center of the table a wide shallow tray holds sand in which are stuck many trees to imitate a miniature jungle. These trees are made of strips of green tissue paper, fringed, and wound about wooden meat skewers to which they are glued. The pointed end of the skewer is inserted in the sand. A black china doll, dressed like little Black Sambo, stands in the jungle and tigers cut from stiff, white paper and painted yellow with black stripes stand behind the trees. Tiny gifts for the guests may be little black dolls for the girls and animal

watch charms for the boys, wrapped in green tissue paper, tied with long yellow ribbons and are hidden behind the trees. A strip of green crepe paper is folded about the edge of the tray and the ribbon streamers end at the children's places.

There are candy boxes made like fat griddle cakes at each place. The foundation of each box is an empty ribbon bolt. The top is cut off all the way round save half an inch, which serves for a hinge. The box is then covered with brown paper and a griddle cake top is cut in a circle, half an inch larger in diameter than the box, is tinted with brown water colors to look like a real pancake, and is glued to the cover. These unique little boxes hold licorice babies.

Place favors for the boys are tiny toy tigers on wheels, and for the girls little green umbrellas for dolls.

The refreshments are simple; light sandwiches, cocoa, cakes and ice cream, but they may end with hot waffles and maple syrup, which will delight the children.

A **Cinderella Party** gives a delightful scheme of entertainment for an early dancing party for children. The room is hung with festoons of

paper smilax and roses, and at one end two chairs draped with plush rugs and with gilt paper crowns and sceptres fastened to the back of each, make play thrones for the Prince and Princess of the fairy story.

Simple games begin the evening's entertainment, the first being a new form of Hunt the Slipper. The children sit in a circle on the floor with their knees gathered up. The little host, who is dressed to represent the Prince, stands in the center of the circle and gives one of the children a tiny pink silk slipper. He is blindfolded while the children count ten. When he opens his eyes, the slipper is being passed rapidly around the circle under the children's knees. Each child tries to keep the child in the center from seeing it, but when it is discovered in the possession of some player, he must change places with the child in the center.

The Cobbler Game will also please the little guests. The cobbler seats himself in the middle of the room on a hassock, and all the other children join hands and dance around him, gradually creeping nearer and nearer to him. Suddenly he cries:

‘Now, let me take your shoes,’ and he tries, without leaving his seat, to touch some child's

feet. If he is successful, the child tagged must change places with the cobbler. The aim of the little players is to avoid being caught.

A grand march follows these games, after which a few simple cotillion figures may be danced, including a Virginia Reel and the familiar Clock figure. The cotillion favors are toy mice, dolls' slippers, and pumpkin candy boxes filled with sweets.

In one corner of the room an older child represents the fairy godmother, dressed in a tall black hat and long red flannel cape. She sits in a tent made of clothes poles draped with rugs, and she dispenses motto candies from a big black kettle which stands at her side.

The Supper Table Decorations follow out the scheme of the fairy tale. In the center of the table there is a pumpkin coach made of crepe paper stretched over a circular wire foundation. The coach wheels are taken from a child's toy cart, and are wound with orange ribbons. Toy mice draw the coach, and a doll dressed like Cinderella, stands at the coach door. The inside of the big pumpkin is full of toys for the guests. Chocolate mice stand at one side of each plate, and on the opposite side are packages of bonbons wrapped up and tied in ball shape

in orange crepe paper with green ribbon bows.

A Red Riding Hood Party. This is a very simple afternoon party for children, but one which will please them hugely.

As soon as the small guests arrive the little girl hostess, dressed in a Red Riding Hood cape and hood, tells them the delightful old fairy story.

Stretched at one end of the room there is a big sheet of black muslin upon which a forest scene is sketched with green chalk, and a hut with brown or red. A large paper doll, dressed to represent Red Riding Hood in scarlet crepe paper, is given to each guest in turn, who, with blinded eyes, walks up to the cambric sheet and tries to pin the doll to the door of the house in the woods. The most successful little girl receives a real Red Riding Hood dollie as a prize.

A rather tall child, dressed as Red Riding Hood's grandmother in a ruffled cap, long white apron and spectacles, leads the children in some merry games.

She starts a **Clothespin Game**, laying two rows of clothespins down on the floor on opposite sides of the room, and with an equal number in each row. A child stands at the head of each

row and the grandmother between the rows with her apron held out to receive the pins. Running to the ends of the lines and returning with only one pin at a time the children drop them in grandmother's apron. The child who succeeds first in picking up all the clothespins wins the race.

The Grandmother inaugurates a **Wolf Game** also. She blindfolds one child and asks the other guests, one at a time, to come up behind this blindfolded child and growl like the wolf in the story, the child trying to recognize each and tell his name by his voice.

A **Flower Game** is played, suggested by the flowers which Little Red Riding Hood stopped to gather as she traveled through the woods on the way to her grandmother's house. The children divide themselves into two equal parties, each party with its goal marked by chairs or a line on the floor at opposite ends of the room. One party decides, without letting the other children know, what flower they will represent—whether daisies, lilacs, clovers, roses, sweet peas, or any perfumed posy. They then advance near the home line of the other players who try and guess the name of the flower they have chosen. When the right flower name is guessed,

the children at once give chase to the flowers who run toward their goal, trying to get inside before any of their number are caught. Any children caught are taken prisoners by the opposite side and the game is continued until all the flowers are caught.

After these games come the party refreshments which are served by Red Riding Hood herself, and the Grandmother. Each child receives a little basket containing as nearly as possible the lunch which the real Red Riding Hood carried in her basket to the house in the woods. There are little rolls, sandwiches with cream cheese filling, pots of honey and round frosted cakes, with a few candied flowers for dessert. The baskets which have big red bows tied to the handles are carried home as party favors.

The Party the Three Bears Gave. The toy shops are so wonderfully stocked now, with bear suits and bear masks that it is very easy for children to dress up as the Bear family, especially if there be a big, a middle sized, and a *teeny* child giving the party. Even home-made suits, cut and made by mother from brown cotton flannel will do perfectly well to costume the bears.

The invitations to the party are written on little blue porringers, cut from water color paper and painted with yellow stripes so that they look just like bowls. If one wishes, there may be three of these little bowls for each invitation, of varying sizes, the invitation being written on the largest one, after which the three are fastened together with a bow of blue ribbon.

One of the little guests should be asked to come to the party as Golden Hair in a red cloak, little hood, and carrying a Teddy Bear in her arms.

The party begins with a simple Nursery Pantomime, which may be very easily arranged at home. The end of the living room forms a stage, curtained off by couch covers, or a green denim curtain strung on a stout rope.

The scene is the same for the entire pantomime, the interior of the Three Bears' house, with its table holding three bowls of porridge, three chairs of different sizes, and three couches, one large, one medium sized, and one very small.

The first pantomime shows the bears starting out for their walk in the wood. They taste their breakfast, find it too hot, the mother bear ties on the baby bear's sunbonnet, and they leave the house. Then Golden Hair enters,

looking about curiously. She tastes the porridge, eating up that of the baby bear; tries all the chairs, breaking the small one; and finally goes to sleep in the bed of the tiny bear. In the last pantomime the three bears come home, discover Golden Hair, and she makes her escape.

The children have a **Bear Contest** after the pantomime. Each child is given a lump of plasticine, the new prepared clay, a board, flat wooden knife, and a square of stiff cardboard. With these they model bears, as life-like as possible, a real furry Teddy Bear being given as a prize to the most successful little sculptor.

Bear Puzzles made previous to the party finish the entertainment part of the affair. Two or three toy picture books which illustrate the story of the Three Bears are cut up. The pictures of the bears, the woods, the house, and Golden Hair being mounted on heavy board and cut into small pieces forming perplexity puzzles. Each little guest is given one of these puzzles and the child who first puts his together, successfully, receives as a prize a real perplexity puzzle illustrating the story of the Three Bears.

The *Supper Table* is decorated with a long line of bear animal crackers stuck in marsh-

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mallow standards and winding up and down the white cloth between toy Noah's Ark trees. There are cooky bears with ribbons tied about their necks at each child's place, and the party favors are Teddy Bear stick pins for the boys, and dolls dressed like Golden Hair of the story for the girls.





A NOAH'S ARK PARTY

THE invitations are cut from brown paper in the shape of a Noah's Ark, with windows drawn on the outside in red crayon and the ark roof is colored green. When the envelope is opened a white card inside shows this message:

“If you want to escape the flood, board the Ark next Saturday afternoon. It leaves our house promptly at three.”

Such a crowd of eager small boys in their best reefer suits, and curly-headed small girls in their best starched white frocks and biggest bows as throng the party piazza and ring the doorbell promptly at the hour set for the sailing of the Ark.

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The door opens and the guests are hurried upstairs, and into as many different rooms as possible to take off their wraps. Then each child is given an animal mask from a toy shop to put on and cover his face all up so that they may not know each other when they go downstairs. There are lion masks, and bear masks, and monkey masks, and cat masks, but always two of a kind. As each child ties on his mask he goes down stairs to let the others try to guess who he is.

The little hostess stands in the big hall, but no one knows her at first. She is dressed like Mrs. Noah in a long straight red gown with big buttons down the front, and she wears a tall red hat made of cardboard like a Mother Goose hat. The host is Mr. Noah in a long blue gown cut straight and his hat is made of black bristol board almost the same shape as a policeman's. In his hand he carries a long pole—it looks suspiciously like a broom stick—with which to steer the Ark.

It is ever so much fun to guess the animals' names. Of course, the lions only roar when they are spoken to, and the bears howl and the monkeys chatter. The guests are given slips of paper and pencils, and they write down a

child's name as soon as they think they know it. At the end of five minutes the papers are collected and the longest list of correct answers wins a Teddy Bear for a prize.

Then the children unmask and the procession forms to really board the Ark. The host and hostess lead and behind them march the guests with their masks over their arms, the bears and lions and all the rest coming, like the real ark animals, two by two.

The home library is the Ark. The furniture is moved out, and the pictures are taken down, and there are no rugs to get in the way of the animals, but, instead of rugs, the floor is covered with a layer of sweet, clean sawdust, quite easy to sweep up, and just the thing for bears to walk on. And all around the room there are interesting things for animals to amuse themselves with during their long voyage. In one corner, a big black cambric cat with no tail hangs on the wall and a group of children each in turn being blind-folded, try to pin her missing tail in place. In another corner a group of children sit down and make a miniature ark and animals of ground nuts. Plenty of nuts and bits of paper, tooth-picks and paste are provided, and the children make some very lifelike nut animals. Two

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large white paper ears pasted, one on each side of a ground nut; two round eyes of pink paper; and a stumpy tail, make a bunny. One boy cuts from cardboard a very realistic camel's head. Then he selects a ground nut that has a hump and he slits one end and slips in the cardboard head. Four toothpick legs and a string tail complete the camel. A ground nut elephant has toothpick tusks, big brown paper ears, and cardboard legs. There is a prize of a big chocolate mouse in this corner for the most successful ground nut beast.

In a third corner of the room the little host tells fortunes. He has a cage made of four chairs with clothesline ropes, and his good wishes for the guests are written on big peppermint drops that he puts in the little hands stretched inside his cage.

The fourth corner of the room is nearly the most popular of all, for all the jungle books are there and mother is ready to tell stories to anyone who cares to listen.

Before any one can tell where the time has gone, the animals have visited all the exciting corners of the ark, and then formed a big circle in the middle of the sawdust floor to play circus. A ring master stands in the center of the circle.

Whichever guest he points his stick at comes inside the ring and does a trick for the entertainment of the others. The bears dance and the monkeys try to turn somersaults. The camels walk around the circus in their strange, lumbering way and the horses prance and gallop. It is such a rollicking game and such fun that it lasts until a whistle sounds from somewhere—a signal that the Ark has touched land and it is time to go to supper.

The guests match masks and put them on again as they form a line to march out to supper. More surprises await them, and such a pretty supper table!

At each guest's place is a Noah's Ark card with the child's name written at the bottom. Pieces of white bristol board are used for the cards, and the decorations are copied from a toy ark. Opposite the cards at each little girl's place at the table is a Noah's Ark doll, queer little stiff wooden ones that cost just one penny apiece. They are dressed in long, tight red gowns and tall paper hats. At the boys' places are toy animals.

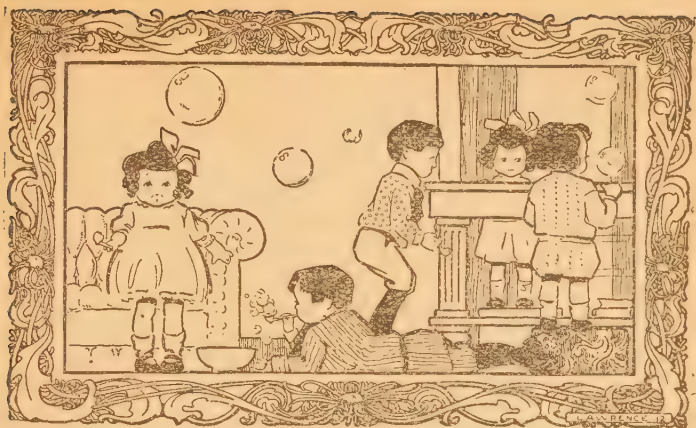
In the center of the table is a little model of a toy ark. It is made of an old cardboard box, the cover being taken off and a pointed card-

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board roof fastened to it, after which the cover is replaced. Windows are cut in the sides of the box and then the whole is covered with red paper. It is glued to an oval piece of cardboard which is covered with some of the artificial moss in which toys are packed. Standing on the table around the ark are ever so many tiny, toy trees. A twig is stuck in a spool so it will stand upright, and the spool is covered with more artificial moss glued on. The twig itself is wound with fringed, green tissue paper, fastened on with green thread, which makes it look like a real Noah's Ark tree.

Marching down the table, two by two from the ark, come a long line of animals. They are animal crackers stuck in marshmallows, but they form a very gallant procession.

When the "pigs in blankets," and the chicken sandwiches, and the animal cookies, and the ices frozen in the shape of animals, are all eaten; when the ark's roof is lifted off to show its cargo of candy mice, and the guests, regretfully, put on their wraps and say goodbye to Mr. and Mrs. Noah, they are one and all decided that there never was such a fine party as this one in Noah's Ark land.



A SOAP BUBBLE PARTY

T will be the jolliest sort of a party for Hallowe'en and absolutely unique. Who ever heard of a party at which soap suds formed the main entertainment! But that is all that it will be necessary to prepare for the soap bubble party, and the guests will go home saying that it was the best fun ever to just blow soap bubbles for a whole evening.

The invitations are cut from rainbow tinted water color paper, in the shape of rather large pipes; but if it seems too difficult a process to tint the paper, white may be used; and each pipe tied with a bunch of very narrow ribbon of rainbow colors: red, orange, yellow, green, blue

and purple, the lettering being done in the bowl of the pipe.

The preparations for the party are exceedingly simple: a quantity of clay pipes, more than there are guests, (for some will surely break), and a number of deep china bowls filled with a strong solution of soft soap and water into which a teaspoonful of glycerine has been dropped. The glycerine makes a firmer soap suds, and more durable flexible bubbles. The bowls containing the soap suds should be placed on small tables scattered about the room and as soon as the guests arrive the fun begins.

There are many strange kinds of bubbles with which the bubble blowers may experiment in groups. Four children may hold the four corners of a woolen cloth while two others toss their soap bubbles on it, the contest being to see whose bubbles will bound up and down longest without breaking. Soap bubbles will keep their form a long time on a wool textile and the game will prove a most exciting one.

Next, a group of children experiment to see who can blow the largest bubble. By blowing slowly and steadily, the bubble will grow to a most remarkable size. When it is almost at the bursting point, the child may toss it from his

pipe, and up in the air, to see if it will float higher than any of the others.

If some grown-up person can be persuaded to help in the operation, it will be possible for the children to blow some novel gas bubbles, enormous in size and strange in shape. A narrow rubber tube should be attached to the gas jet and at the other end of the tube the stem of a clay pipe is slipped in. The pipe is then dipped in the soap suds and the gas turned on very gradually, just a little way. Immediately a giant bubble begins to form on the bowl of the pipe, growing larger and larger, and glowing with the rainbow colors which the lights of the room make upon its transparent surface. As soon as it detaches itself from the pipe and flies away up in the air, the gas should be turned off—the pipe dipped again in the soap suds, and a new bubble begun.

It is possible to blow bubbles in the hands—without the help of any pipe at all! Cover the hands with soap suds, thickly, and then clasp them so as to form a cup with a small opening at the bottom. Then blow hard, holding your head about a foot away from your hands. There should be a fine, big bubble in your hands if you are able to blow hard enough and you may

unclasp them and toss the bubble in your neighbor's face, surprising him when he is not looking.

Smoke Bubbles are very dainty and pretty. The bowl of a pipe is filled with soap suds and then the child, holding the pipe right side up, blows a string of tiny bubbles which drop down over the side in a chain of colored spheres. You will be able to keep these little smoke bubbles floating about in the air of a room for ever so long, too, before they burst, by just giving them an extra puff as they leave the pipe's bowl.

When the party guests tire of group bubble blowing, a splendid Soap Bubble Game may be started. A long table should be covered previously with a woolen cloth. An old shawl will serve the purpose very well if it is fastened to the under part of the table by thumb tacks, so that the table surface will be firm and smooth. At either end of the table two little wooden stakes should be set up and wound with bright colored ribbons. The stakes from a parlor croquet set will do double duty for these bubble stakes. A bowl of strong soap suds is set on a small stand at each end of the long table. The children are all provided with pipes. The

players are then divided into two equal groups and they form themselves in line on either side of the table. Each captain blows a bubble which he drops to the woolen covering of the table at the stake nearest him. The child next in rank must immediately bowl the captain's bubble with his own, the length of the table if he can, and then move up one place, playing captain, while the captains go around the table to the end of the line. It sounds a difficult feat, but is a jolly and a possible one. Each player is allowed three turns at bowling and if he is so successful as to send the captain's bubble as far as the opposite stake, he scores ten. An opposing player may try to prevent a play by trying to bowl his bubbles so as to hit and break those of his opponent. Another way of having this bubble contest is to give all the players a chance, separately. Each child blows his own bubbles and plays for himself, being allowed five successive trials in his attempt to hit the stake with a bubble.

By this time the bubble blowers will be ready to do something a trifle less strenuous. They may seat themselves about the table, or in little groups, and provided with new clay pipes, scraps of crepe paper, or bright cloth, plenty of pins, scissors, needles and thread and pencils,

they may see who will be most successful in dressing up his or her pipe, so that it will look like a real person.

It will be found a most entertaining and fascinating party occupation for either little folks or big folks and will keep everybody busy and happy until the party is over.

One of the pipes may appear as a clown, dressed in a full garment of red crepe paper having big white dots pasted on, and twists of white tissue paper for hands and feet. He has a full white ruffle about his neck and a pointed dunce's cap upon his head. The clown's features are done on the outside of the pipe bowl with a pencil and the lump at the bottom of the pipe makes the funniest whiskers for the little pipe clown.

A second pipe may be dressed as a little old lady, the knot on the pipe forming her nose. She should have pencilled spectacles and a full calico skirt. Twisted tissue or crepe paper glued to the pipe forms her arms and she should have a white kerchief about her neck and a white apron.

A prize should be offered for the cleverest pipe doll and after each guest has dressed one, they can be used as favors at each guest's place for the party supper.



A VALENTINE PARTY



HE invitations are written in a child's best copy-book hand on some scarlet cardboard hearts, and they bear this message:

"The King and Queen of Hearts invite you to their party, February the fourteenth, nineteen hundred and eleven, at three o'clock."

And when the eventful day comes, the guests are met at the door of the party house by their little host and hostess dressed like the royal King and Queen of Hearts whom Mother Goose has made famous for us; the king in his best white suit, but wearing a gold paper crown and a long white cloak on which tiny red paper hearts are pasted; the queen in a gold paper

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heart tiara and a tulle dress covered, also, with red paper hearts.

As soon as the guests have been greeted, and have left their wraps upstairs, some valentine games are started by the little King and Queen of Hearts. A big red heart, made of red cardboard and having a picture of a Mother Goose character cut from a picture book and pasted on the back, is hung about each guest's neck by a gilt cord—the picture being turned inside, however. The children are then asked to question each other—trying to discover the Mother Goose character to whom they are talking. Pads of paper tied with red ribbon and tiny red pencils are provided for writing down lists of the characters guessed. A heart-shaped box of candy is the prize for the longest list of correct names, and the guessing contest is a splendid way of “breaking party ice” and getting every one acquainted with everybody else.

A Heart Hunt is the next game. The Queen of Hearts gives each of her guests a little red cambric bag and instructs them to fill it with as many hearts as they are able to find. Previous to the party she cut hundreds of tiny red cardboard hearts and hid them about the rooms where the party is held—in corners, beneath

books, under the edges of the rugs, and in every conceivable place. The guests enjoy a merry scramble as they hunt for the hearts, and when the bags are full, all the hearts are counted, and the child who had the sharpest eyes and found the largest number of hearts is rewarded by a big lace paper valentine as a prize.

Next, the King of Hearts takes his guests on a fishing trip to hook—not fish—but valentines. A number of fish ponds, enough to accommodate all the guests have been made by the little host and hostess and laid out on a long table. They are empty suit boxes, inverted, and having slits cut in the bottom, long enough to hold a valentine. The valentines are, most of them, picture post cards and just one corner in which a hole has been made shows through the slit in the fish pond. Each little fisherman is given a fish line, just a twig pole with a red cord line tied on and a hook made of a bent hair pin attached to the end of the line, and, at a signal from the King of Hearts, they begin fishing for valentines. It is not an easy feat to secure one with the hair pin hook and draw it out, and the fishing will keep all the guests busy until it is time for the party supper.

A merry march headed by the King and Queen

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of Hearts leads to the room where the party table is laid. Such a pretty sight as greets the eyes of the guests! Over the center of the table, hung from the chandelier, is a big red heart to which a shower of smaller gold paper hearts is fastened by very narrow red ribbons of varying lengths. Hosts of tiny red hearts are scattered over the white table cloth, and festoons of the same, strung on gilt cord, are draped along the edge of the table cloth. At each guest's place there is a crown made of cardboard and gilded. When the children don them they look like real subjects of the King and Queen—host and hostess.

The place cards are larger red hearts enclosed in envelopes, and having a heart painted in water colors in the corner instead of a stamp. The guest's name is written in the address space in red ink. Beside each plate there is a red paper ice cup filled with red and white peppermint hearts. In addition, there are arrow favors, cut from red cardboard and having a tiny gold heart hanging from one end by a length of red ribbon. A pin is attached to the under side of each arrow so the children can wear them, fastened to their blouses and party gowns.

The supper menu is a simple one, but attractive because it is suited to a Valentine party.

Creamed Chicken on Toast

(The toast cut heart-shape)

Delmonico Potatoes

Bread and Butter Sandwiches

(Cut heart-shape, and tied with narrow red ribbon)

Peas

(Served in hollowed beets)

Currant Jelly Heart Cookies (Pink Frosting)

Ice Cream (Strawberry in heart moulds)



THE CHILD'S BIRTHDAY PARTY

"Please may I have a Birthday Party?"

THE request seems to entail so much expense, and such a sum of nerves at the end of the affair; and what form of entertainment can there be all the long afternoon or evening of the party that will keep the children wholesomely happy and charmingly entertained?

Still, a birthday party for any month in the year may be easily planned at home and may be unique as to games, favors, and the scheme of table decoration. The children, themselves, may help with the exciting preparations, and they will play the part of host and hostess with added grace if they have had a share in the

hospitality to be dispensed. No great expense need be involved, and the birthday party for January or June may be novel, cheap, and a whole lot of fun.

The birthday that falls in January may be celebrated by a **Twelfth Night Party**. The guests, as soon as they arrive, are led by the boy or girl host in a series of old English games, some of which were played in Merrie England on Twelfth Night in the castles of the old kings and queens.

Turn the Trencher may be the first game because it is a rollicking, jolly one for waking up the party wall flowers. The players seat themselves in a cricle, on the floor, if they can be persuaded to. One player picks up the trencher, a wooden dish or platter, and sets it spinning in the middle of the circle, at the same time calling out the name of one of the other guests. The guest called must jump up, reach the trencher before it stops spinning and set it going again, calling someone else. It will add to the fun of the game if the players take unique names instead of their own; the names of patent medicines, or animals, or towns.

Snap Dragon follows—a game always played at the old Twelfth Night entertainments.

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Several deep platters are filled with raisins over which a little salt and alcohol is sprinkled. The alcohol is touched with a lighted match upon which a blue flame arises. The players try to pull out as many raisins as they can, a rather difficult feat, since they are apt to burn their fingers. The prize for the guest who has the most raisins by the time the flame burns out is a candy box in the shape of a plum pudding filled with sweets. The lights in the room should be turned low during this game.

Apple Snapping waits the guests in another room. A number of big red apples are suspended from the gas jets and the chandelier by narrow crimson ribbons. Partners are chosen, two children for each apple. Their hands are bound with red ribbons and they try to bite the swinging apples; the partners succeeding first in eating their apples lead the supper march.

Before forming the line of march to the supper room, each guest is provided with a sheet for a robe and a black cambric mask. The masks can be easily made at home and the guests will bring their own sheets if they are requested to in the party invitations. The supper room is darkened, the only light being that of candles. The table has red cambric squares laid beneath

the drawn work or lace paper doilies that cover it. At each guest's place there is a little frosted cake with one tiny red candle in the top, lighted, and the favors—fancy caps in snappers, decorated with sprays of holly—are opposite the cakes. A big Yuletide cake, round and full of fruit, and thick with frosting stands in the middle of the table, with blazing candelabra on each side. Stuck in the top of the cake are a myriad of the German Christmas tree sparklers that burst into stars as soon as they are lighted. As the guests seat themselves at the table, the sparklers are touched with a burning taper and the supper opens with a blaze of starlight. The big cake, by the way, discloses a bright dime, a thimble, and a ring when its generous slices are cut.

A fascinating child's birthday party illustrates the days of the week. The party opens with some simple **Vivants Tableaux** picturing the old rhyme:

‘Monday's bairn is fair of face,
 Tuesday's bairn is full of grace,
 Wednesday's bairn is a bairn of woe,
 Thursday's bairn has far to go,
 Friday's bairn is good and given,
 Saturday's bairn has to work for a living—

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But the child who is born on the Sabbath Day
Is good, and bonny, and fair and gay."

The guests are gathered in one room, facing a smaller room or foyer where the pictures are shown.

Lights are lowered and the portieres are drawn back to disclose Monday's bairn—just a fluffy, yellow-haired tot who curtsies to the audience as the curtains are pulled together again. Tuesday's bairn is dressed in some gay national costume, Russian, Dutch, or Irish, and executes one of the charming folk dances. Wednesday's bairn has a very dilapidated doll which she holds as she sings Kingsley's classic lullaby:

"I once had a sweet little doll, dears,"

Thursday's bairn is a small boy in a man's hat and duster, who rushes into the room pell mell, burdened with a suit case, a grip, an umbrella, and as many tennis rackets, ball bats and golf sticks as he can carry. As he pulls out of his pockets a shower of time tables, he asks of the audience excitedly:

"What time does the two o'clock train go?

To which somebody replies: "Two o'clock," and the curtains are drawn.

Friday's bairn is a dainty little girl with a

basket of toy favors on her arm, and she steps out among the guests, distributing them. To the children who were born on Monday, she gives toy wash tubs and boards; Tuesday's children receive miniature ironing boards and little flat irons. Wednesday's children are given work bags or thimbles; Thursday's, little brooms; Friday's, sets of tin baking dishes; Saturday's, dolls for the girls, and bags of marbles for the boys; and the children born on Sunday receive books of fairy tales as being the children specially loved by the fairy folk.

Saturday's bairn who "works for a living" is impersonated by a little girl dressed in a long apron and cap, who sweeps as she dances and sings the old nursery rhyme—

"Monday I bake and Tuesday I brew, etc."

Sunday's bairn is a quick glimpse of some real picture child dressed in her very best clothes, and the end of the simple entertainment is a last tableaux showing all the children who impersonated the days of the week, as they repeat the old rhyme in unison, or sign it, if mother is clever enough to set the words to a simple tune.

After the tableaux, some week-day games are played.

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Here We Go Round the Mulberry Bush heads the list, the favorite old ring game in which the children join hands and circle about, singing:

“Here we go round the mulberry bush, the
mulberry bush, the mulberry bush,
Here we go round the mulberry bush,
So early in the morning.”

At the end of each verse the children stand still and sing:

“This is the way we wash our clothes,
Wash our clothes,
Wash our clothes,
This is the way we wash our clothes
So early in the morning.”

Repeating their circling until they have gone through all the occupations of the days of the week.

Visiting Game will delight little birthdayites. The children join hands, but form two lines on opposite sides of the room. One line approaches the other, singing, to the tune of Yankee Doodle:

“I went to see my friend, today,
She only lives across the way,
She said she couldn't go out to play
Because it was her washing day.”

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At the last word all the children begin washing, vigorously singing:

“This is the way she washed away,
This is the way she washed away,
This is the way she washed away
The day she couldn't go out to play.”

The song is repeated, the lines crossing alternately to meet each other, singing for each day of the week:

“This is the way she ironed away,
This is the way she swept away, etc.,”

until Saturday is reached. Then they sing:

“She said she *could* go out to play,
Because it was her playing day.”

They find partners as the two lines meet, and the game ends in a two-step.

A Thimble Party for a little girl will prove a most happy afternoon fete and it has the advantage of being economical as well as unique. The invitations have this rhyme written on, by the little girl in whose honor the party is being given.

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“Monday I wash,
And Tuesday I brew;
Wednesday there's sweeping and
dusting to do.
Thursday I market,
And Friday, I play,
But the thimble's the password
for Saturday.
Please come to my party, your
thimble and you!
There is baking, and sewing, and
romping to do.”

In the upper corner of each invitation a tiny thimble is sketched, or a pair of scissors.

When the guests arrive, a variation of the favorite game of **Hide the Thimble** is played. The thimble is secreted in the living room in an inconspicuous corner, in sight, and yet hidden. The small hostess (if she is big enough) or a grown person plays high and low music on the piano as one child at a time hunts for the thimble. Bass notes on the piano indicate that the child is far away from the thimble, while a tune played in the treble shows that she is near. As soon as the thimble is found, a second child leaves the room and the thimble is again hidden.

The game will keep the little folks interested and amused a long time.

The jolliest part of the entertainment comes at the end of the thimble game when the guests are invited to the kitchen to make thimble biscuit. Some ordinary biscuit dough has been prepared by mother or cook, and each little girl is given a tiny rolling pin, which may be bought for five cents, and a bit of dough. Standing about the kitchen tables the children roll the biscuit dough to a thickness of one-third the height of the silver thimble which they have brought with them. The thimbles are then floured, and each child cuts out as many tiny thimble biscuits as her lump of dough will allow, fitting them in a tin muffin pan, and baking them in the oven. They will bake in no time, and the fun of making them will seem to the little guests to surpass any imagined party delight. If mother does not mind the trouble, each child may mix her own dough of flour, water or milk, a little salt and baking powder adding to the thimble fun.

As soon as the biscuits are baked the children carry them up to the dining room where the party supper is spread. At each child's place there is a little work basket which will please

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her more than a vastly more expensive favor. The round, grass baskets which figs come in at the grocers are the work basket foundations. They are lined with pink or blue silk, and each basket contains a spool of thread, a pair of tiny blunt pointed scissors that may be bought in one of the Kindergarten shops for ten cents a pair; a paper of needles; and a roll of bright cloth scraps dear to every little girl's heart as a foundation for doll's dresses.

The center decoration of the table is a big birthday cake, covered with candles and having as many tiny bisque dolls standing in the icing as there are party guests. When the cake is cut, a doll falls to the portion of each child, and in one slice there is found a little silver thimble that was dropped into the dough and baked with the cake.

As the children go home with their work baskets, dolls and rolls of pieces, they will be full of delight over the pleasures of their thimble party.

A Sunbonnet Baby Party is another scheme of afternoon entertainment that may be easily carried out for a child's birthday party.

Each invitation, written on the sunbonnet baby note paper which is found in every sta-

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tioner's shop, requests that the guests come in costume, the boys in overalls, and the girls in gingham sunbonnets. Or, the sunbonnets can be made beforehand by the child hostess of red and white, and blue and white tissue paper. The sunbonnet rims have an interlining of stiff white paper, over which the checked tissue is pasted, and gather at the back to form the full crown.

The first event of the party is a grand march, in which each sunbonnet girl has a sunbonnet boy for a partner. Then follows a clothespin game, since sunbonnet babies are supposed to have the art of washing added to their long list of accomplishments. The guests are arranged, started down the line, one at a time. Each child must take each clothespin and pass it to his neighbor, and if one falls to the floor it is to be picked up by the child who dropped it, and started over again. As soon as all the clothespins reach the end of the line they are passed back to the starting point again, that side winning which first gets back all its clothespins.

The game of **Little Boy Blue** follows as a special delight for the overall boys. One boy is chosen to impersonate Boy Blue, and he is given a very soft toned horn. Another child is

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chosen who is blindfolded while Boy Blue hides in another room, the hall, or any available place. As soon as he is hidden, the other children sing:

‘Little Boy Blue, come blow your horn,
The sheep’s in the meadow,
The cow’s in the corn.
Where’s the boy who tends the sheep?
He’s under the haystack, fast asleep.’

The end of the rhyme is a signal for Boy Blue to blow his horn, and the blindfolded child tries to point in the direction from which the sound comes. The game is continued until each child has had a chance to guess.

The game program ends with the making of Sunbonnet Baby Puzzles. Postcards having pictures of sunbonnet children are given to each child, together with some bristol board cards, scissors, and paste. Each child cuts out a sunbonnet child, mounting it on a card back, and cutting it up into sections forming perplexity puzzles. The pieces of the puzzle are then put in a box, mixed up and scattered in the center of a long table about which the children group themselves to try and see who will be able first to put together the parts of one of the puzzles and who can do the greatest number in the

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shortest time. Simple prizes should reward the successful children. A toy washing set, including tub, table and flat iron and set of tiny clothespins will please the little girl winner. The boy who puts together the most puzzles receives a set of garden tools, rake shovel and hoe. A picture of the Sunbonnet Babies in a *passe-partout* frame is the consolation prize.

The Sunbonnet Babies' supper table has a wonder ball in the center which rests in a little wooden wheelbarrow, or a red toy cart. A doll dressed in blue jean overalls, wheels the barrow, or draws the cart; on top of the ball a doll dressed in a full gingham dress and sunbonnet is seated. The ball, itself, is fascinating and easy of construction. The children's party favors, which are most inexpensive toys, horns and candy-filled drums for the boys and hair ribbons for the girls, are wrapped in tissue paper, tied with long streamers of pink and blue ribbon and rolled by means of cotton wadding into the shape of a big ball. They are then covered with an outer wrapping of white tissue paper through which the ribbon streamers are sewed and stretch from the ball to the children's places. They end at the place cards which have sunbonnet children painted on. At the end of the party feast the

ribbons are pulled, the wonder ball bursts and discloses its burden of toys.

A Peanut Party is delightfully simple for a mother to prepare and will amuse children hugely.

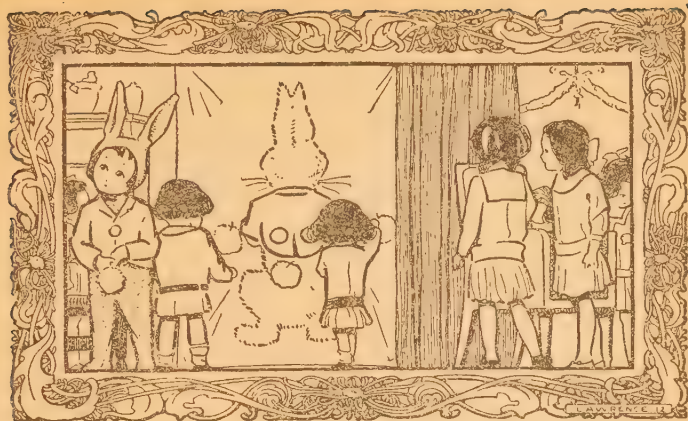
There are all sorts of peanut games to be played. One small table may hold a big bowl of the fascinating nuts, and a group of children armed with hat pins try to stab them. The child who has the most peanuts at the end of five minutes wins the game. Another small table is equipped for peanut jack straws. There is a pile of peanuts in the center which the children must extract, one by one, without moving the others in the pile, by means of tooth picks. A third table has more peanuts, toothpicks, pencils, paste, and scraps of white paper by means of which the children can make all sorts of strange peanut animals. A pair of paper wings will transform a peanut into a butterfly; four toothpick legs and a cut-out paper trunk make a peanut elephant; and countless other peanut beasts can be made by the ingenious child.

At the end of these peanut games, each guest is provided with a little bag, made of bright cloth for the occasion, and there is a merry hunt for peanuts which have been hidden in nooks and corners all over the house.

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The supper has a peanut menu. There are peanut-butter sandwiches, cookies with chopped peanuts inside, nut salad, salted peanuts, and delectable peanut taffy in addition to the ever necessary ice cream which is served with nut sauce.





A PETER RABBIT PARTY



HERE is the child who does not love Peter Rabbit of story book form? The very naughty but fascinating little bunny with his blue jacket and brass buttons has gone "lippity lippity" into the hearts of little people all over the world, and his thrilling adventures in Farmer McGregor's garden have been read or told until children have them learned by heart. So when a child's Easter party is to be given, "Peter Rabbit" will prove a most delightful host.

The invitation to the party is a little brown bunny, dressed like Peter, and it fills any little guest who receives it with delightful anticipation.

The invitation cards may be easily made by

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the child giving the party, if a stencil is used. The figure of a rabbit is first drawn on stiff paper or cardboard and the outline is cut with a sharp knife. The stencil should be pinned or fastened with thumb tacks securely to the white invitation card, and the figure painted in with brown water color. A blue jacket may be cut from paper and pasted on the little figure and the buttons are cut from gold paper or made with a fine brush and gold paint. The edges of the card should be bordered with gold and the invitation may be printed in gold or written in ink below the figure of the rabbit.

The little host or hostess in whose honor the party is given should be dressed to represent Peter. A brown suit may be made of canton flannel after the pattern of a child's night drawers, with a hood coming up over the back of the child's head and covering the forehead. Very long ears, stiffened with wire or cardboard so that they may stand erect, and a short stubby tail make this Peter Rabbit costume very real to the child if a blue flannel jacket is made or slipped on over it. To add to the fun, five more children may be dressed to impersonate the other characters in the story. Mrs. Rabbit should have on a blue dress and a white

apron. "Flopsy," "Mopsy," and "Cotton Tail" are dressed in little red capes, and a small boy in overalls and straw hat impersonates Farmer McGregor.

The old game of "Fox and Geese" begins the party, "Peter Rabbit" being substituted for the Goose, and Farmer McGregor for the fox. The children stand in a double circle, one behind the other, facing in. "Peter" runs in and out, chased by the farmer. When Peter thinks he is in danger of being caught or is tired from running, he may stand in front of any child in the inside circle. The third child in the row—the one in the rear—then takes Peter's place and the chase goes on. If Peter is caught, he becomes the farmer.

The next party game is a variation of the old delightful one of the **Donkey's Tail** adapted to Peter Rabbit's use. A blue jacket is cut from cloth or paper and pasted or sewed to a sheet. This sheet is fastened to the wall by means of thumb tacks, taking care that the jacket is within reach of the children who are playing the game. Each child is given a gilt button, real, or cut from paper, and a pin with which he is to try and fasten the button to the blue jacket that is so delightfully like the real one worn by

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“Peter.” Blindfolded, and turned about three times, each child walks forward and pins the button wherever his hand first touches the cloth. To the child who pins a button in the right place on the jacket, a candy easter egg or a papier mache rabbit filled with candy is given as a prize.

The party feast and the gala decorations for the supper table are always the chief joy of a party for little folks. At the Peter Rabbit party, a real bunny stands in the center of the table. He may be a big rabbit bought at a toy shop, or better still, he can be made of brown flannel stuffed with paper. “Peter” is seated in a bed of cabbage or lettuce leaves. These are made by cutting and crinkling green tissue paper in three shades, dark, medium, and a yellow green in the shape of large oval-shaped leaves.

“Peter” holds in his paws a big orange paper carrot that contains the children’s party favors. The carrot is made on a rolled cotton foundation in which small gifts are wrapped. The outside is then covered with orange tissue paper to indicate the markings of the carrot, and a fringe of green tissue paper finishes one end.

To each gift hidden inside the carrot, a narrow orange ribbon is tied and threaded into a needle,

is brought out through the orange covering of the carrot. As "Peter" holds the carrot in his paws, one ribbon streamer is stretched to each child's place and may be pulled at the end of the feast when the carrot bursts and discloses its hidden store of gifts.

At each child's place stands a cabbage candy box. Small, round cardboard boxes form the foundations for the cabbages. Pasted in a close row to the bottom of the box are round, green tissue paper leaves having the edges crinkled and frilled with the fingers to look cabbage-like. Above this row of leaves is a second row cut from a lighter shade of paper and fastened to the side of the box. A third row of yellow leaves is cut and twisted and pasted to the very edge of the box, bending over and almost hiding the store of candy eggs that fills the box.

Opposite the cabbage candy boxes each guest finds a horn in the shape of a radish. A penny tin horn is covered with scarlet tissue paper and finished at the end with a fringe of green crepe paper. The children who are giving the party can make the candy boxes and cover the horns.

The small host in his Peter Rabbit costume sits at the head of the table, and dispenses egg sandwiches tied with narrow green or yellow

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ribbons. At the foot of the table, Mrs. Rabbit, the small hostess in her blue gingham dress and white apron serves egg salad garnished with real lettuce and parsley. After these more substantial edibles are disposed of, sugar cookies cut in the shape of chickens and ices in egg and flower shapes are served. Last of all the carrot ribbons are pulled, and the children receive their gifts from Peter Rabbit, diminutive sets of garden tools for the boys, and rabbit stick pins for the girls.





A GINGERBREAD PARTY FOR CHILDREN

THE *invitations* to this delightfully novel party for little folks are made of heavy brown wrapping paper cut in circles the size of a ginger cooky. Each circle is scalloped around the edge, and has this rhyme written on it in red ink:

“Come to my party as many as can.

Come for a romp with the Gingerbread Man.

Gingerbread smiles on my gingerbread face,
Gingerbread buttons are neatly in place.

Raisins, the eyes that are watching for you.

Come to my party on Tuesday at two.”

These cooky invitations are placed in large envelopes having the child's name lettered on the outside and in one corner, instead of a

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stamp, there is a little cooky man drawn with pencil and painted with brown water colors.

The little host who is giving the gingerbread party is dressed in a simple, homemade costume that gives him the appearance of the Gingerbread boy of story-book form. A close fitting suit, cut waist and trousers in one, is made of brown cambric. A round hood sewed to the neck slips over the child's head, and down the front of the costume there are big buttons made of crepe paper crinkled over a cotton foundation to look like raisins. Brown cambric mittens cover the child's hands and he may wear a string of ginger snaps or raisins around his neck to make him still more realistic.

The *party table* is the most delightful part of the whole gingerbread affair. The center decoration is a little house, the home of the Gingerbread Man. A cardboard box, inverted, is the foundation for the miniature house. A square box of convenient size for the center of the table is selected and a square door and two windows are cut in the front and sides. A gable roof for the house is made of stiff cardboard, or any rough, heavy paper, and is glued to the box. Then the whole outside surface of the house is coated with glue, and red and white peppermint

sticks are placed on the roof for shingles, entirely covering it. The sides, front, and back of the house are clapboarded with ginger snaps laid on the glued cardboard surface of the box and held firmly in place, only the doors and windows showing. Tiny white swiss curtains are glued inside the windows and a gingerbread doll boy with raisin eyes and buttons is baked and stands in the doorway of the gingerbread house. Peppermint sticks make an old fashioned rail fence on the bare surface of the table about the house, and some toy Noah's Ark trees may be placed inside to form an imaginary garden.

The gingerbread house shelters the little guests' dinner favors. These are toys chosen with the view to their general fitness for the scheme of the entertainment. They are inexpensive, but most welcome to the children; tin kitchen sets in boxes, and wooden dishes for the girls; toy animals like those in the story of the Gingerbread Man, for the boys. These gifts are wrapped in brown tissue paper, making flat, round parcels the shape of cookies, tied with scarlet ribbon. They are quite concealed when slipped underneath the house and form a delightful surprise at the end of the feast.

At each child's place at table there is a ginger-

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bread toy. These toys, horses, men, roosters and cats, made of hard gingerbread frosted pink and white, can be bought at slight cost at many of the favor shops. If they are not available, gingerbread men can be made of cooky dough by the home cook, to stand at each place. The *party menu* is simple, but attractive because it is different, and *brown*.

Cocoa

Peanut Butter Sandwiches Curry of Chicken

Ginger Preserve

Ginger Nuts

Ginger Ice Cream

Ginger Cookies

Ginger Pop

A delightful game for the gingerbread party is the old English one of **The Baker**. The children join hands making a ring about one child who stands in the center: this child goes from one player to another, saying:

“Here I bake;

Here I brew.

Here I make a ginger cake.

Here I make a jelly cake.”

repeating the sentence, but using as many

different varieties of cake as she chooses until she says:

“Here I break through,” when she attempts to make her way out of the circle. If she is not able to break through at the first attempt, she must persevere until she does.

At the end of the party each child is given a bag of home-made ginger cookies to take home, and the gingerbread party is called a most happy one by the little guests.





A PLANTATION PARTY

IT IS a home party, inexpensive in its detail, but so delightfully novel in result that whether it be enjoyed by the group of children just home from the south and anxious for this opportunity to talk over their experiences, or planned for some little folks who have never enjoyed a winter beneath the blue sky of the south, it is equally enjoyable.

The *supper table* represents an old Virginia plantation. As large a space as can be spared in the center of the table is used for a miniature cotton field. Over the white doily a runner of green crepe paper is laid in imitation of grass. Dotted here and there upon the green and

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fastened by pins are tufts of cotton batting forming a miniature cotton field. Half a dozen tiny log cabins, made of clothespins and glued to squares of brown cardboard which form the floors of the cabins, stand in the fields of cotton. At the door of each cabin stands an old black mammy doll and some little pickaninnies. These mammy dolls are made of black cambric rolled up in rag doll fashion and dressed in red checked gingham or bits of gay calico. Each doll wears a red cambric bandanna knotted around her rag head, and her features include bead eyes and a red worsted mouth. The pickaninnies are tiny, black china dolls dressed in red and yellow cotton shirts.

The *place decorations* for this plantation party include name cards cut from water color paper in the shape of guitars, fiddles, and banjos, and painted with water colors. The candy boxes which stand at each place are made in imitation of cotton bolls. To make these boxes, circles of cotton batting are cut and glued about a circular cardboard ice cup, almost covering it. Smaller circles cut from heavy brown paper and glued to the bottom of the ice cup from the brown leaves of the cotton boll and a brown covered wire stem three inches long glued to the

under side of each finishes the unique candy box. Small candies in the form of potatoes or pebbles fill the cotton bolls.

The supper menu for the plantation party follows the plan of a home meal in Virginia during plantation days. All the food is placed on the table and served in Southern fashion, each dish being passed by the guest near whom it is placed to his neighbor, and so on down the table. Old-fashioned china is used, if available, and the beverages are served in quaint tall glass goblets.

Turkey Sandwiches

Chicken Salad Yams, cooked with Molasses

Homemade Pickles and Jellies

Hot Waffles or Beaten Biscuit served with

Honey

Lady Baltimore Cake Preserves

Mint Julep

Following this plantation supper there is an evening of Southern entertainment. There is a Virginia Reel, and some of the guests, disguised by black masks and dressed in calico gowns or gingham suits, may hold an impromptu minstrel show.

Games for the evening include the jolly one

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of Old Mammy Jinnie. The guests playing the game stand in a large circle. One player is chosen for the leader of the game and at a given signal which opens the fun, she says to her neighbor:

"Ol' Mammy Jinnie's dead."

The neighbor replies:

"I 'clar to gracious! How did she die?"

The leader replies:

"Doing so," and begins shaking her right hand.

Then the second player says to his neighbor:

"Ol' Mammy Jinnie's dead."

The third player replies:

"I 'clar to gracious! How did she die?"

"Doing so," says the second player, who begins shaking his hand also. This play of answers and questions is continued around the circle until all the players are busily engaged shaking their right hands. Then the leader takes up the game, repeating the announcement of ol' Mammy Jinnie's death and the story, shaking his left hand. This is continued until all the players are shaking their left hands. A fourth round makes each player move his head and the game is continued until hands,

head and feet are all in motion. A failure to keep up the motions causes some ludicrous forfeit and the game usually ends in a grand romp.

Another form of entertainment for the plantation guests consists in making objects from big, flat seeds or cotton batting. Small tables are provided piled with either bits of cotton or dried melon and squash seeds, thread, needles, pins and scissors. The party hostess may have to give her guests some limits as to the objects which can be made, but soon all the players will find themselves busily working for the prize which will reward the most unique product. The seeds may be strung together in many really beautiful designs to make necklaces, or bag covers. The cotton batting with a few stitches can be transformed into quaint little dolls, sets of dolls' furs, snow men or animals, to carry home as souvenirs of the party. The prize in this contest may be a decorated cookbook full of rare Southern recipes.

The party ends with a half hour of old plantation songs, sung in unison by all the guests and including: Way Down Upon the Suwanee River, Old Black Joe, My Kentucky Home, and Dixie. There may be also recitations from Uncle Remas' stories of Br'er Rabbit and his wonderful adventures.



A HALLOWE'EN PARTY

THE invitations are squares of black cardboard and at one end of each there is a funny little ghost. A ball of white cotton batting makes the ghost's head. Eyes, nose, and mouth are done with ink or charcoal, and a white crepe paper hood and long, full cloak of the same white crepe paper complete the weird little person. She is securely glued to the card, and the invitation is lettered on the opposite side of the card in white ink.

It may read:

“The ghosts are out
Hallowe'en, at nine,
They'll meet at my house,
Rain, or shine.”

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To vary the invitations, white cardboard may be used, and instead of a ghost each card is decorated with a gay little witch. A tiny roll of white cloth has a hickory nut glued to the end, on which a face is pencilled or inked. A scarlet hood and cape of crepe paper are put on the little figure and it is fastened to the card by a few stitches taken in the cloth body and through the cardboard. On one end of the card is written:

“The witches ride,
Hallowe’en, at nine;
They’ll stop at my house,
Rain or shine.”

The small host or hostess greets the guests in either ghost or witch costume and as soon as wraps are removed, the children are taken to that happiest of all party places, the kitchen.

Here the old delightful Hallowe’en tricks are tried. In a tub, apples cut with Jack-o-Lantern faces are eagerly bobbed for. One may walk down the cellar stairs backward with a candle and a mirror and discover fate’s face in the mirror. One group of children is given a bowl of peanuts and as many hat pins as there are children. They stab the peanuts with the

hat pins and the child who succeeds in getting the greatest number of peanuts wins as a prize a toy pumpkin filled with little candy apples. Chestnuts are named and roasted. Apples are pared and the parings are tossed upon the floor to spell a magic letter. Candy fortune mottoes are hidden in a dish of bran and the children take turns fishing for them.

These merry old tricks are such fun. By the time they are over and some Hallowe'en games have been played, it is time for the feast, which is, after all, the best part of the Hallowe'en festivities. A merry march takes the children, in sheets and pillow case regalia, out to the table which is a gay surprise.

The old twig witch is just the proper place decoration for a Hallowe'en supper, where a huge pumpkin Jack-o-Lantern stands in the center of the table and there are only candles for lights. The children will enjoy making the witches.

The twig body has cotton rolled about the end in a little ball to form the witch's head, and white cloth is stretched over the cotton, sewed in place, and the face is drawn on it in pencil or ink. The witch's skirt should be very full, that she may stand alone, and it is made of

bright red or orange crepe paper and glued to the twig which forms her body. She wears a circular cape, cut from black cambric, and her hat is made of black bristol board. A circle forms the rim of the hat to which a roll of the board is glued for a crown. It will be possible to make each twig witch a broomstick steed on which she rides away, up the chimney and over the house tops after supper. A rather thick, straight twig forms the handle of the broom, and black worsted or natural colored raffia is tied in a bunch to the end with thread to represent the broom straw. Each little witch may ride her steed as she takes her place at the table and she will make a most unique and effective bit of color on the white table cloth.

A wool demon will be a gay place decoration and one that a very little child can make. Scarlet wool should be wound very evenly many times around a square of cardboard, as high as one wishes the demon to be tall. The wool is then removed carefully and tied an inch from the top to make the demon's neck. Next the lower ends of the worsted are cut. After cutting, twenty strands of the worsted are gathered up at each side for the demon's arms, and, held firmly, are bound with red worsted and cut off

the required length. More wool is then wound round to form the body. The demon's legs and tail are made in the same way as the arms, except that in doing the legs, the winding stops at the knees, leaving the remainder of the wool loose to look like knickerbockers. His features are sewed in with tiny, black beads.

A prune may be transformed into a miniature black mammy who stands on the table cloth beside each plate to see that her cooking is being appreciated. Her head is a large prune and her body is made of a number of smaller prunes strung on a wire which fastens them to her head. Her raisin feet are fastened to her body by toothpicks as are also her raisin arms. Her dress should be of red and white checked tissue paper with a white crepe paper apron over it, and about her head she has a yellow silk bandana draped and fastened on with pins.

Raisins with four cloves inserted for feet and one for a tail make very real little turtles and may be scattered about the table for Thanksgiving decorations. All sorts of quaint peanut animals having pin joints and legs may follow in their trail and fat apple seeds with thread tails and eyes indicated by pin holes, will make tiny mice who throng about a child's plate to gather up the remains of the feast.

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In addition to these quaint little decorations, small market baskets of fruit stand at the ends of the table. There are chicken sandwiches, foaming cocoa, frosted gingerbread squares and a magic cake that holds a ring, a penny, and a thimble.

What more could be wished to make children happy on Hallowe'en?





A BIRTHDAY PARTY

IT IS so difficult, is it not, to try and think of a perfectly new kind of fun for a birthday party? But this can readily be done. Why not have a sort of milestone party that will help a child and all his little friends to take the journey with him from babyhood to little boy or girlhood.

The invitations are either pink or blue cards; pink if the little party child is a girl and blue if a boy. In one of the upper corners of the card is a snapshot of the child as a baby and in the opposite corner is a wee photograph of the child at the present time. Beneath is lettered or written:

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“Won’t you take a journey with me at my house next Saturday afternoon? The Fun Express starts at Three O’clock from Babyland and stops at the last station, Childland, at Six O’clock.

Your friend,

.....”

As soon as the little guests, all eagerness, arrive and take off their wraps, they are led into a room which has a sign, *Station One, Our Baby Friends*, and a label is pinned to each one’s frock or blouse in the back.

“You are one of the birthday child’s baby friends,” a grown-up says. “Ask the other children questions about yourself so as to try and find out who you are!”

Then the fun begins. Of course no child can see the label on his own back, but he can read every other label. He sees all sorts of Baby Land Friends all about him: Boy Blue; The Little Pig Who Cried—Wee, Wee; a Nurse; a Doctor; a Rattle; a Cradle; a Rubber Doll. But whom can *he* be. To find out, he begins asking all sorts of funny questions.

“What am I made of?” the Rubber Doll asks the Cradle and is greatly surprised to learn.

The Rattle tells him he has a whistle in his rubber back and is dressed in a red worsted shirt, so he soon discovers his identity. Such fun and merriment as this causes! And at the end of the game, when everyone is beautifully acquainted with everybody else and all the labels have been discovered, there is a prize of a dainty birthday book for the child who discovered his or her identity first.

Next, the children are told that they are going to take a trip to another station and they are led into the playroom over the door of which there is a sign that reads, *Station Two, our Work and Play*. Here, as if it were sort of a museum, toys and books and school things are grouped in different exhibits leading from baby days up to school days. One table holds blocks, kindergarten beads, dolls, little dishes, balls and all the playthings a wee child loves. In another corner are other playthings: a bat, a rake, a trowel, a baseball glove, a little workbasket, some picture books. A desk holds a pencil box, a ruler, a paint box, a speller, a copy book, a reader. The children go from group to group of these work and play things, looking at them very carefully indeed. Then they are hurried into the hall outside where they are given sheets

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of paper and pencils and are told to write down as many of the objects that they saw, as possible. This is not very easy to do, and no questions may be asked. Pencils are chewed and little foreheads wrinkle, but at last all the lists are completed. Such a surprise awaits the child with the longest list! He wins a calendar with a beautiful child picture for each month.

Now the small guests troop to the living room where a sign is posted that says: *Station Three, our Games.*

The program of games that follows here begins with games suggestive of baby days and works up to those of small boy and girlhood.

First comes **The Sleepy Game.** The children draw chairs up to form a circle and seat themselves, all except one who is to be the Dream Fairy. The Dream Fairy is given a twisted gold paper wand to the end of which are attached pink and blue tissue paper streamers. Darting into the middle of the circle, the Dream Fairy recites or sings:

“I, the Dream Fairy, come on the tips of
my toes,
To tickle your foreheads and tickle your
nose,
That eyelids may flutter and little eyes
close,
And every baby may dreamily doze.”

The end of the jingle is the signal for the Dream Fairy to touch each child's face with the tissue paper streamers at which the child must close his or her eyes and play at being asleep. But if the child laughs, or giggles, or even smiles at the coming of the Fairy, a forfeit must be paid. The child who stays quietly asleep longest wins the game.

Next, in the game program, come some Mother Goose pantomimes. The children are divided into two groups. One group stays in the living room, seated as if they were at a real pantomime while the other group goes out into the hall to decide which of the dear old Mother Goose characters they will impersonate. Perhaps they decide upon the Old Woman Tossed up in a Basket, who swept the cobwebs out of the sky. So they come in looking way up, skyward, and holding imaginary brooms up with which they pretend to sweep. If the children who are looking on, guess whom they are representing, the groups change places and next time the little actors are the lookers-on.

All sorts of Mother Goose people may be impersonated in this pantomime fashion. There are King Cole's Fiddlers, Little Boy Blue, The

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Crooked Man, and a dozen others whose queer doings may be acted out by these groups of children and the play will be a great fun-maker.

Last comes a school game, for the children are nearing the last milestone in the birthday journey. Before the party ever so many little paper flags have been made by pasting colored paper to squares of cardboard. They represent the more familiar countries: France, England, Italy, Germany, and so on. These small flags have been cut into many pieces and the pieces put in a box. The children gather about a table and try to make as many flags as possible from the pieces, telling which nation each flag represents. A doll dressed in a national costume is the prize for the little girl who makes the most flags from the cut-up pieces and names them. For the successful boy, a tiny, silk American flag is the prize.

At the end of these jolly games the children troop to the dining room where the sign greets them: *Last Station. All out for Lunch.*

Scattered about the white table cloth are artificial flowers representing the small host's birth flower. No other decoration is so effective or so appropriate. Birth flowers are:

January	Snowdrop.
February	Primrose.
March	Violet.
April	Daisy.
May	Hawthorn.
June	Wild Rose.
July	Lily.
August	Poppy.
September	Morning-glory.
October	Hop.
November	Chrysanthemum.
December	Holly.

The candles that decorate the huge white birthday cake follow the colors of the birthday flower and bonbons of the same color are put in a wreathlike row about the edge of the icing. The snappers at each child's place have one flower tied in with a bow of ribbon that matches the flower and the favors are tiny storks.

The party means very little in the way of home preparation, but it is unique, happy and charming.



THE NURSERY TEA PARTY

GVERY little girl who has a set of dolls' dishes, all gold bands and pink rose-buds, and as dainty as mother's best china, knows the fun it is to play tea party. She knows just how to lay the dolls' table with the tablecloth she hemmed with her own fingers, and the tiny white napkins she fringed herself. She knows, too, how to set the dolls' dishes neatly around the table, one little plate at each place, and a cup and saucer beside each plate; a glass of red geranium flowers in the center of the table and then all the dolls ranged around in their high chairs. It is all quite easy to get the nursery tea party table ready, but when it is charmingly set there is always the

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problem of finding something to eat. Dolls do not mind empty plates. They still smile as they stare at rosebuds and gold bands, but suppose some of the neighbor children drop in for tea, and cook or mother have had no time to help with the nursery menu and there isn't a thing to eat! Wouldn't that be a sorry predicament for the little girl hostess?

But a little girl can make ever so many nice tea-party things, and the preparing for the party will be even more fun than having it.

There is one very important thing to be remembered in getting ready for a tea party, though. All the goodies a little girl makes should be small enough to fit the dolls' plates. Then the table will look dainty and just right.

Dolls' biscuits are easy to make, and with milk, served in the dolls' cups, will do nicely for one tea-party menu. The morning that cook kneads her bread dough a little girl may ask for a scrap from which to make the biscuit. A half teaspoonful of sugar must be kneaded into a piece of bread dough as large as a duck's egg. With the dolls' rolling pin roll out the dough flat and cut the biscuit with mother's thimble dipped in flour to keep the dough from sticking. A dozen of these tiny biscuits will fit

in a patty pan and will bake nicely in the oven next to cook's pans of bread. The dolls will love them, and so will the children.

The "holes" that cook cuts from her doughnuts, a little girl may drop carefully into the kettle where the doughnuts are frying and they will come out round, fat, crisp little balls ready to be sprinkled with powdered sugar and laid on the dolls' tea-party plates. "Cambric" tea should be served with these little round doughnuts—just some hot water poured from the dolls' tea pot into the cups with milk added and sugar.

Nut cookies are a little more difficult to make than biscuits or doughnuts, but they are ever so good. To a cup of chopped hickory nut meats add one cup of sugar and a pinch of salt, one beaten egg, one-third of a cup of milk, one-half teaspoonful of soda, one teaspoonful of cream of tartar, the grated rind of a lemon, and flour enough to thicken. This cooky dough will need to be rolled with the kitchen rolling pin on the big rolling board, and will cut up into enough cookies for the grown-ups' supper. But cut a few tiny ones with a thimble and bake them all in a hot oven. Orange juice, strained, may fill the dolls' cups to serve with these cookies.

Oatmeal macaroons are delicious, perfectly

healthful for dolls, and any little girl can make them. Another advantage is that they are just the right size for a doll's plate. Directly after breakfast mix half a cupful of butter with a cupful of sugar until it is creamy and add it to the cupful of oatmeal left in the double boiler from breakfast. Add two well-beaten eggs, and stir until the mixture is creamy. Add half a teaspoonful of salt and drop the mixture in spoonfuls on a buttered baking dish. The oven should be quite hot to bake them and the macaroons will come out brittle and crisp, and as good as candy. This rule makes ever so many oatmeal macaroons, but the dolls and the tea party guests will be able to eat them all.

There are all sorts and varieties of dainty sandwiches that a little girl can make and serve for a nursery tea party. And sandwiches can be cut exactly small enough to fit on the dolls' plates.

Home-made peanut butter makes a dainty filling for sandwiches. It is easy to shell a quart of peanuts the morning before the party is given. Ask cook to put them through the coffee grinder or the meat chopper next, and when they come out fine and powdered, mix a little olive oil with them and spread them

between the slices of the sandwich. Chopped hickory nuts make a new kind of sandwich filling. The meats should be chopped very fine, and with a pinch of salt added, rubbed to a paste with a few teaspoons of thin cream. A brown bread sandwich is delicious filled with a thin layer of cottage cheese or jam and cream cheese mixed. Slices of hard-boiled egg, salted, may be used for a whitebread sandwich, or jam, or chopped olives.

When the thin buttered slices of bread are ready, spread the filling upon one and lay the other on top and trim off the crusts with a very sharp knife. Then cut the sandwich in any sort of fancy shape. Long, narrow sandwiches are dainty and they may be tied with narrow ribbon. Round sandwiches may be cut with a small biscuit cutter, or they can be done with a knife in triangular shape.

With all these tea-party dainties to be made, a little girl will be able to give tea parties all winter long, and they ought to be the most patronized and most popular of any nursery affairs in the neighborhood.



A GARDEN TEA PARTY

IT IS the greatest fun of all, the tea party out under the trees with the play dishes spread on the grass and all the dolls and the nursery animals for company. The robins and crickets will sing their prettiest to provide music for the feast, and a child remembers a vacation tea party day as one of the happiest play days of the whole, sweet summer time.

First, the table must be set. The grass will serve for a table with one of mother's old napkins spread down for a tablecloth. The set of dolls' dishes is too pretty for out-door use. Why not set the tea table with out-door dishes, and scour the woods and fields for plates and cups and sau-

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cers? If the guests are not able, always, to use them for purposes of eating, they will at least give the party table a rustic appearance that the dolls' dishes could not.

The little girl hostess can find some charming green plates in the grape arbor. All she needs to do is to pick the large, fresh leaves and hurry back to the tea table under the trees with them. Some of the leaves will serve for plates, and the remainder will make little cups which will really hold water if the stem is broken off, the leaf folded up in cup shape, and then pinned in place with the stem. Acorn cups and saucers are always to be found, but the nicest out-door tea dishes are those which a child can model from clay.

Perhaps mother bought a package of modeling clay before starting for the country. The soft, toy shop clay will make lovely toy dishes. There is clay out-of-doors, too, down by the brook. If a child has bright eyes and is able to find the streak of soft, gray stuff in the ground that looks so different from the rest of the red earth on either side of it. Roll a bit of clay into a ball in the palm of your hand. Then flatten it out into the shape of a plate and set it in the sun to harden. Another ball of clay may be hollowed

out with a child's two thumbs, and with the addition of a roll of clay for a handle—there is a tea cup! The saucer for the cup is made in similar fashion to the plate, the edges being moulded upward, and a fat tea pot is very easily modeled, having a clay spout and a twisted clay handle added. The sun will bake these little clay tea things and then they may be placed on the tablecloth under the trees with all the care mother uses in setting *her* own tea table.

Next, the little hostess must find something for her guests to eat. If there are only dolls present at the tea party, the fields will furnish some play food stuffs which will satisfy their appetites quite as well as something more substantial. How many children know that the yellow head of a marguerite daisy on a doll's plate will make her think that she is eating poached eggs; that sorrel makes excellent play coffee; that little green apples which one finds on the wild apple tree after the blooms have fallen may be cut up for dolls' apple sauce and apple pie; that certain brown pebbles look exactly like little potatoes; and that one may make dolls' rhubarb by taking a rhubarb leaf and cutting the ribs up into stalks?

Surely a doll will not leave the tea party

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hungry with all these things to eat; but if some real, live, hungry children come to the tea party—why, they must be fed. The fields and the garden will still help the small hostess.

Every child loves berries. Why not fill some grape leaf cups with big, luscious blackberries, or the sweet dusky blueberries. There are two or three things to be remembered when one goes out berrying. Berries should be picked when they are dry. The rain takes away the lovely flavor of a berry, but the sun brings it back. And there are different sorts of blackberries on the same bush as little alike as strawberries and gooseberries. Some blackberries are hard and closely built. These will do for mother's jam, but for her own outdoor tea party, a little girl should be careful to pick the big, loosely built berries with large, juicy cells ready to crush in her fingers. A leaf basket filled with just the right kind of berries will look like a basket of gay jewels in the middle of the tea-party table.

After the berries are picked, the little hostess may make some sandwiches. There is nothing so delicious for sandwich filling as fresh cress which a country child may find by the brook, and on the way to the kitchen she may gather a

head of lettuce and a tomato from the garden. Covered with mother's big gingham apron, the sandwich making is begun.

Bread for sandwiches must be cut so *very* thin, but a little girl can learn how to do this. When the slices are ready, some butter must be creamed in a porcelain bowl until it is quite soft and will spread easily on the tissue thin bits of bread. Then comes the sandwich filling. Some of the slices of bread may have sprays of the crisp cress leaves placed between—others may have the pale yellow leaves one finds in the center of a head of lettuce—or a delicious filling may be made by chopping olives and mixing with cream cheese. Finely minced chicken may be mixed with mayonnaise dressing as a filling, and some of the sandwiches may just be filled with mother's jam. When two slices of the bread have been put together, the crusts should be carefully cut off, and the sandwich cut, diagonally, into two little triangles. Sandwich making is an art, but a little girl may learn it.

The lettuce leaves which were left after making the sandwiches can be used for salad for the tea party.

Of course, they should be most thoroughly

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washed, first, and then laid daintily in a bowl, making a little nest of greenness. Then an orange should be very carefully sliced, and the rind removed—none of the juice being lost, if possible. The slices of orange are then laid on the lettuce leaves, and the whole salad is covered with half a cup of granulated sugar.

If there is time before the tea party begins, the small hostess may stir up and bake a loaf of luscious gingerbread. She will break a fresh egg from the nest in the barn and beat it until it is very stiff in mother's cake bowl. A cupful of brown sugar must next be mixed well with the egg. Two tablespoonfuls of butter and a little bacon fat should be melted together in a pan on the stove and then stirred in with the sugar and the egg. The little girl must see, now, that her oven is hot and before she does anything else she must get her baking pan ready, smearing it on the inside with butter, that the gingerbread may not stick. A cup of black molasses must be beaten into the mixture now. In another bowl, two cups of flour, half a teaspoonful of salt, a teaspoonful of cinnamon, half a teaspoonful of allspice, and half a teaspoonful of ginger should be sifted and then stirred slowly into the mixture, and beaten for three minutes. A tea-

spoonful of cooking soda is dissolved in a cup of boiling water and beaten into the other ingredients. Last of all, the gingerbread is poured into the buttered pan, tucked in the hot oven, and in ten minutes it will come out—hot, and brown, and ready for the party.



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